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DEMO DISC



10 EXCLUSIVE PLAYSTATION DEMOS



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NEW ZEALAND'S BEST SELLING VIDEOGAMES MAGAZINE

Official NZ

MARCH 2001

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PlayStation Magazine 42

EXCLUSIVE PREVIEW

RAGE AGAINST THE MACHINE

ALL THE LATEST ON **C-12**
THE ACTION ADVENTURE EPIC

REVIEWED!

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DUKE NUKEM'S LATEST
BABE-FILLED ADVENTURE

RETRO!

REMEMBER WHEN...

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500
GAMES
REVIEWED
HUGE BUYERS'
GUIDE

PREVIEWED!

I'LL BE BACK

RAINBOW SIX'S
COMMANDOS ARE BACK FOR
ACTION IN ROGUE SPEAR!

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KNOW YOUR ROLE

COMPLETE TIPS
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SMACK DOWN 2



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PlayStation

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- MEDAL OF HONOUR 2 PLAYGUIDE • LEGEND OF DRAGON •
- ULTIMATE FIGHTING CHAMPIONSHIP • INSPECTOR GADGET
- DANGER GIRL • POINT BLANK 3 • 3-2-1 SMURFS • HBO BOXING •



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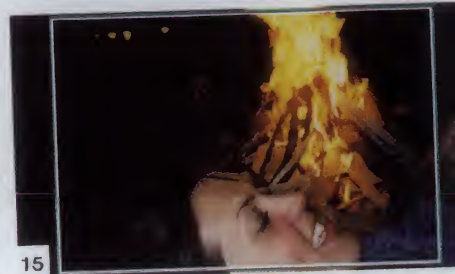
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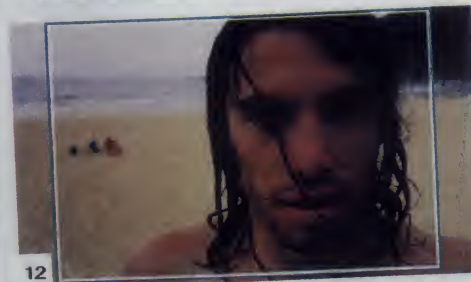


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Welcome to life with PS one. Beautifully redesigned, it packs all your favourite ingredients into one powerfully cute little bundle. In the not too distant future you'll be plugging a mobile into it, downloading games and finding yourself glued to the portable LCD screen. Once you discover it you'll want to keep going back to it, unlike the hangovers, the caravan and the guy with the key to the toilet block.

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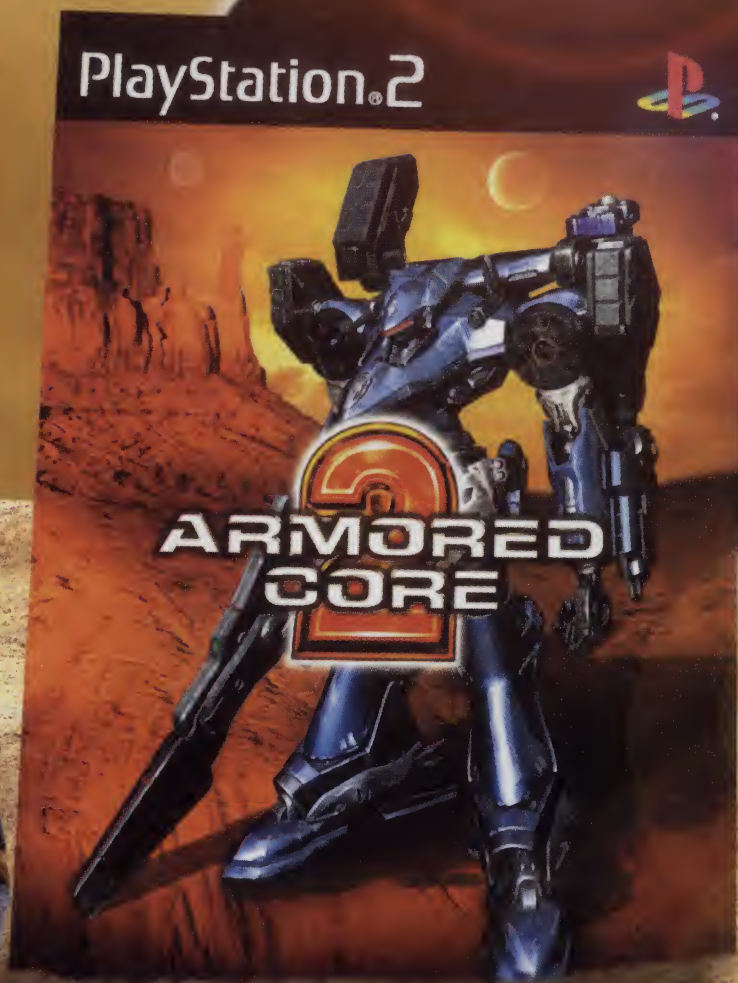
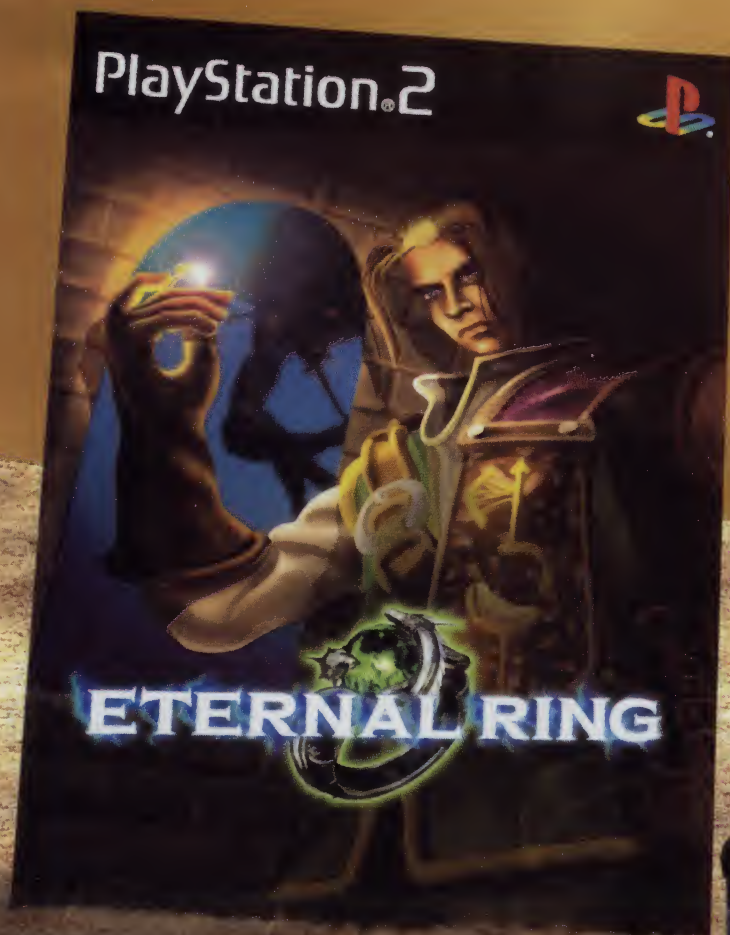


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PSone™



2001



MONOLITH

THREE OF THE BIGG

Distributed by



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ARMORED CORE 2

Earth Year 223: following Earth's destruction, Zio Matrix, the World's largest corporation, obtained detailed plans relating to the Mars Research Project. Included in these plans was the Mars Terraforming Project, which detailed the use of unmanned artificially intelligent A.C. units.

It is you who will take on the challenge of dominating Mars, immersing yourself in visually stunning A.C. battles using a nearly endless combination of parts and weapons.

'Armored Core 2 is gorgeous, challenging and thorough - and that's just the sort of title we like to see at a system launch'

- DAILY RADAR HIT

EVERGRACE

Enter an RPG world of intense magic and thunderous battles, where your survival is determined on acquiring powerful artefacts and fashioning them into your armour and weaponry.

Facing evil reborn, two spellbinding fantasy adventures await Darius and Sharline as well as fascinating characters and unforgiving monsters.

'Evergrace is both a solid and completely enjoyable role-playing game experience'

- IGN.COM

ETERNAL RING

Cain, a young magician, is sent by his King to investigate mysterious happenings on the 'Island of No Return'. Legend has it that magical powers lie dormant at the heart of the island, protected by enormous dragons. Armed with only his sword and natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive.

As Cain, you must venture forth through challenging scenarios whilst defeating any foe that stands in the way of you and your search for the ultimate Magic Ring.

'Eternal Ring for the PS2 will satisfy your hunger for a bigger, better, first person RPG'

- GAMEPRO.COM 4.5/5.0



IC GAMING

BEST GAMES ON PS2



PS2
PlayStation 2

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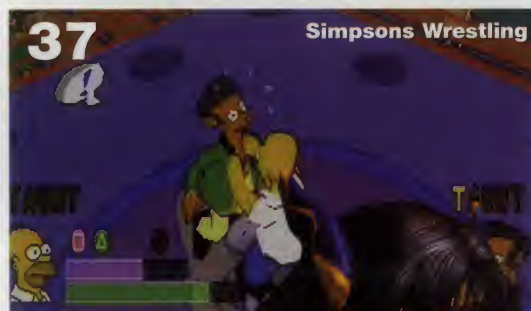
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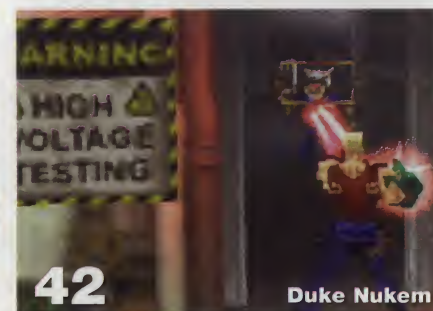
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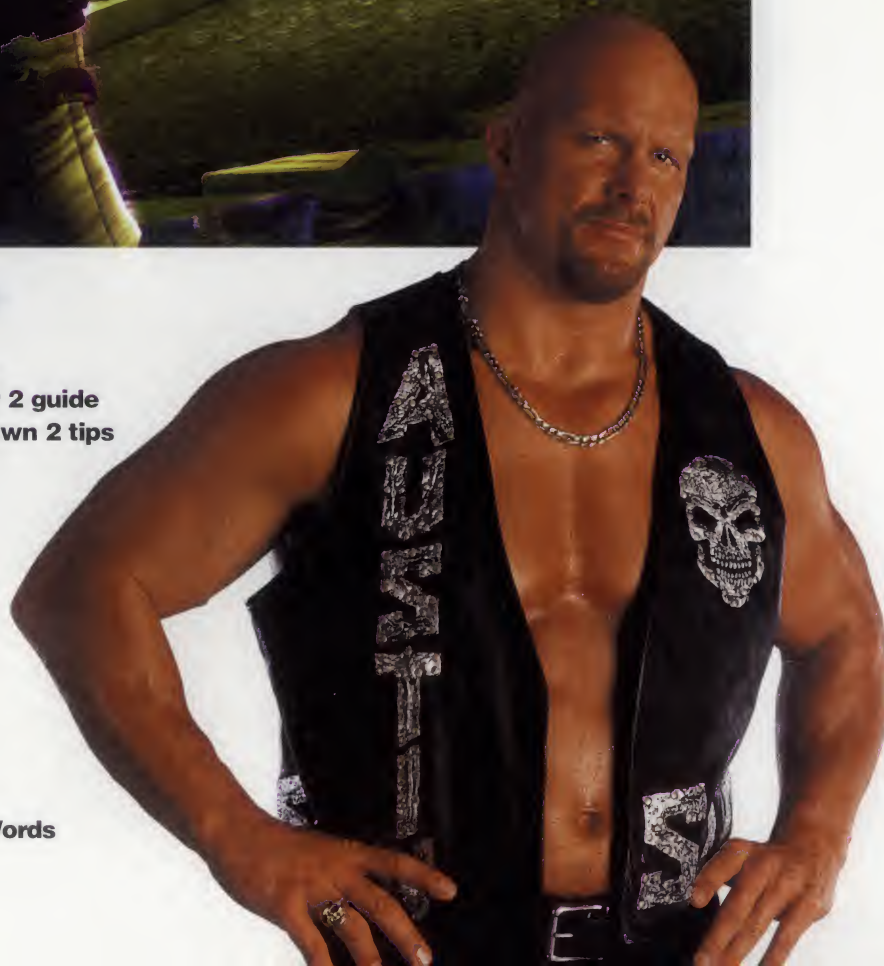
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OPH 5504/PS



Welcome to Official PlayStation Magazine

Only a cardboard sleeve stands between you and the world of PlayStation.

On The CD



Chicken Run

Playable
Excellent fun from the game of the movie. It's your job to save your fellow poultry from being turned in chicken pies. This demo may give you a taste for chicken though.



Time Crisis

Project Titan Playable
Time to dust off the G-Con and blast your way through this sea-based level.



Bugs And Taz: Time Busters

Playable
Check out Bugs Bunny's latest time travelling adventure. This time Taz will keep you company.



Asterix

Playable
Control Asterix's best buddy, Obelix, in this Olympics-styled demo. It's just like the hammer throw.



Cricket 2000

Playable
Australia versus England. There are few confrontations which have as much history, and it's all on this CD.



Frogger 2

Playable
Frogger is the, imaginatively named frog hero of the piece. The little, green hopper needs to save the baby frogs.

Ms Pac-man

Playable
There seems to be a bit of a retro feel to this month's demo and Ms Pac-Man keeps it going. This twenty-plus year old legend shows that games characters never die they just have graphical updates.

Re-Volt 2

Playable
If you think you've got what it takes to be a remote controlled champion you can test your mettle in this month's challenge.

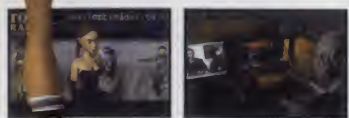
Spyro 3

Video
The purple flame breather shows his stuff with a rolling video.



Tomb Raider Chronicles

Video
Lara shakes her booty on this rolling demo which shows footage from all four levels from her latest adventure.



Welcome to the future

Last month Rob spoke about the evolution of games and the way that relates to all things PlayStation. Since then *PSM* has evolved a little itself. Now that *PSM* has been joined by



its sister magazine *Official Australian PlayStation2* Rob has stepped up to the publisher's position to oversee both magazines. Rob has introduced a lot of amazing features to the magazine during his two years in the editor's chair but, while it's a shame to see him move on, he'll still be closely involved with both magazines and all of the exciting developments in the PlayStation's future.

A big welcome to all of the new PSone owners out there. With more than one hundred and fifty thousand of the consoles sold since November there are a few new owners. While the PS2 has been stealing the lime light and media attention our little baby has been walking out of door three times as fast. This means that owners of the original PlayStation can rest easy knowing that the future of their favourite console won't be as short as they may have thought. As the PS2 is also backwards compatible, developers won't be giving up on the, now, five year old games machine.

New owners should check out page 11 for a quick run down on the best games at the lowest prices, and older gamers may wish to see if they own the best twenty games available for the PSone.

So, welcome everyone to what will be a great year for both the PSone and *PSM*.

Troy Gorman, Editor

Troy Gorman

planet playstation

The latest news from Planet PlayStation...



You're the PSone that I want

Cute new mini console sets PlayStation hearts ablaze.

Sony's tiny, little PlayStation makeover is a gigantic success. Sony has sold a staggering 146,000 PSone consoles in Australia in just three months, five years after the PlayStation was first launched in this country.

Since the PSone was launched on November 30, last year, all the hype has perhaps deservedly centered on Sony's powerful PlayStation2. But PSone sales have been three times the number of PS2 sales, showing

that the PlayStation has a strong future even in the post-PS2 era.

Software sales and development for PSone is just as strong as the hardware numbers. There are over 300 titles in development for PSone and over 100 should be released in this country before Christmas 2001.

Obviously many PSone buyers are attracted to the console's breathtakingly tiny size- it is only a third of the size of the former grey PlayStation unit, yet offers exactly the same spec-

ifications and is one hundred percent compatible with all software. It weighs 550g and is 19cm by 14cm.

Managing Director of Sony Computer Entertainment, Mr Michael Ephraim, said the PSone has a strong future well after the arrival of PS2. 'We are excited by the continuing success of PlayStation, especially the new PSone, which has maintained tremendous

Move over Game Boy
With the new LCD screen the PSone will be more portable than ever.



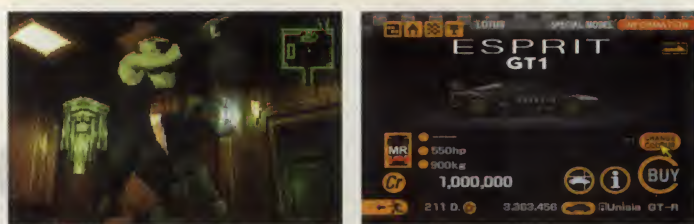
"PSone sales have been triple that of **PS2"**



momentum throughout the launch month of PS2. PSone sales levels have reached well beyond our initial forecasts and have created much excitement in the market place."

When the PSone's LCD screen arrives, allowing portable PlayStation gaming, PSone sales are certain to be boosted further. Sony still don't have a price or street date for the screen in this country but expect it will arrive between June and October this year.

Another special adaptor, available



On the Cheap

Platinum Games Are Worth Their Weight in Gold

Just bought a PSone? Welcome to the PlayStation family. The great news is that you've now got hundreds of games at your fingertips. A great place to start for new PlayStation owners is the Platinum range. The games have to earn Sony's big rubber stamp of approval and sell in the millions before they are re-released for less than \$50.

As well as this, there are also the best "Value Series" games available - these cost as little as \$24.95! and months of game-playing bliss.

PSM'S BUDGET TOP 20

1. Metal Gear Solid. The best videogame ever made, mesmerising stealth action from start to finish.
2. Gran Turismo 2. The finest driving simulation ever made, offering incredible challenge and depth.
3. Tekken 3. Beat 'em up perfection from Namco.
4. Final Fantasy VII. Deciding between Final Fantasy games comes down to personal preference, but this is still our favourite RPG ever.
5. Resident Evil
6. Horrifyingly clever zombie-bashing action adventure.
7. Tony Hawk's Skateboarding. Radical, hugely entertaining and challenging skateboarding sim.
8. Colin McRae Rally. Terrifically demanding off-road racer.
9. Spyro 2: Gateway to Glimmer. Brilliantly balanced platformer with loads of charm and variety.
10. Tomb Raider. Our favourite of the Lara series is still the first, with the perfect balance of puzzles, action and



exploration.

11. Crash Bandicoot 3. Wonderful 3D platform fun with the world's craziest marsupial.
12. Crash Team Racing. Packed with powerslides, top weapons and lots of modes, this is karting bliss.
13. Abe's Oddysee. A platform adventure chock full of imagination and brilliant ideas.
14. Time Crisis. The grooviest gun game thanks to its realistic action.
15. Quake II. The undisputed king of first-person shoot 'em ups.
16. Shane Warne's Cricket. Not perfect, but hilariously competitive against mates.
17. Grand Theft Auto. Hugely playable, addictive and original nasty time waster.
18. Anna Kournikova's Smash Court Tennis. One of the best party games ever.
19. Medal of Honor. Tense, realistic World War II shoot 'em up.
20. Medievil. Extremely clever mix of platforming, adventure and shoot 'em up genres.

in Japan soon, enables the entire PlayStation family (PlayStation, PS2 and PSone) to be connected to mobile phones. Sony believes this adaptor "offers new forms of entertainment beyond traditional packaged content." With this mobile phone network connection, users can download information, entertainment content and software programs as well as exchange data with other PlayStation users. Sony is currently working with third party developers to create new

applications and games for the network technology.

The PlayStation console has been nothing but an extraordinary success story in Australia and around the world. Around seventy-five million consoles have been sold worldwide. Since its release in Australia on November 15, 1995, over 1.8 million consoles have been sold - that's roughly one PlayStation in every four households. That's good news for us all.



Little Aussie Developer

California Watersports on the Gold Coast

Mark Theyer has been labouring away, in his garage, for the last three years programming his own PlayStation title, California Watersports. PSM caught up with him to see just what it takes to be a games developer.

PSM: What made you decide to program your own PlayStation game?

Mark: I was playing in the surf on my jetski and thought it would make a good game.

PSM: How hard was it to find a publisher?

Mark: It is very difficult to get that first break and I was always running out of money. To pay the bills, I did some freelance game development work, which introduced me to a Publisher. When this freelance work dried up I took my game prototype to the same Publisher. I think I was extremely lucky because most Publishers would not even consider an amateur garage developer.

PSM: Why is the game called California Watersports instead of Australian or Gold Coast Watersports?

Mark: The location of California is very well known around the world plus the game has been influenced by an old but very cool game with a similar name.





screen test

Hollywood is knocking. Best check the bloke's credentials before letting him in...

Tekken Tag Tournament

"Re-enter the Dragon"

Director
John Woo

The Plot

OK, there's this martial arts tournament held every two years on an island in international waters. The tournament is bossed by the mysterious Kazuya, a man believed to be an ex-Japanese mobster who hasn't been seen in public for ten years. Three main entrants: Forest Law, the hardcore, honourable one (he's there to avenge the death of his brother killed by Kazuya in some Tokyo mob-beef); Lei Wulong, the jokey, comedy guy seemingly just there for the thrill of the fight (but who, obviously, is secretly ace at fighting); and Nina, the undercover cop who goes in to rescue her brainwashed sister, Anna. The three team up and with the furtive help of Kazuya's brash American bodyguard, Paul Phoenix, they plot the big man's demise.

The Pitch

It's an Enter The Dragon remake. It's even, possibly, Fight Club meets Pokemon.

Green Light or Development Hell?

There's no real reason why martial-arts films should be marginalised. Well, maybe one: Jean-Claude Van Damme. So, ditch Splits Boy, pull in the gaming crowd with the PS2 association, hire some marketing muscle to lend the concept credibility, stir in a few supernatural elements, add a peerless action-director and a bankable cast, and, surely, we have a 21st Century Enter The Dragon.



The Cast

1. Jet Li is Forest Law
2. Jackie Chan is Lei Wulong
3. Cameron Diaz is Nina Williams
4. Angelina Jolie is Anna Williams
5. Brad Pitt is Paul Phoenix

Racing the Rednecks

Reality television takes a new, scary turn by appearing on the PSone. Dear, oh, dear.

Remember when OJ Simpson got chased by the entire LAPD across the state of California? Now Fox Interactive is giving you the chance to re-enact that magical moment - albeit a lot faster - by converting its hugely popular real-life crime show, The World's Scariest Police Chases, into a PSone game.

The game places you in charge of a cop car and, like Driver, the Story Mode sends you on a series of missions, from surveillance to chasing

crooks and escorting VIPs. Then there's the co-operative Two-Player Mode, which enables one person to take the wheel while the other rides shotgun, shooting off Uzis, M16s, rocket launchers and no doubt his mouth as you ride down the criminals. Excellent.

To give the game that genuine trash TV feel, the show's host, Sheriff John Bunnell, will commentate on the action and you'll also be able to switch between a helicopter-eye view and a dashboard-mounted camera.



Hillbilly heaven. The backwoods of USA have a never ending supply of traffic infringers

Dirty Tricks

EA to release second helping of Supercross

EA is pulling on the leathers to take on McGrath Vs Pastrana and Ricky Carmichael's Championship Motocross with Supercross 2001, the follow-up to last year's disappointing 2000 edition.

Recreating the feel of riding a motorbike is notoriously difficult (biking is as much about using your body as the throttle and handlebars) so EA has decided not to try, instead opting for arcade-style action with Ridge Racer-style powerslides.

Once again the game offers three difficulty levels and is divided into both indoor and outdoor Race and Freestyle Modes (the latter EA is rather confusingly calling the "extreme jumping component"). For the first time, women will be included among the 25 licensed riders.





a ton of stuff

Japan is the spiritual home of videogames. This month PSM gives you the top 100 Japanese titles.

- 1 Metal Gear Solid. Unputdownable while it lasts and unforgettable when it's finished.
- 2 Gran Turismo 2. The perfect sequel to the perfect driving game.
- 3 Tekken 3. The best fighting game in the world, totally without equal.
- 4 Final Fantasy VII. The finest role playing game ever made, with brilliant characters and plot.
- 5 ISS Pro Evolution. The best sports simulation ever made.
- 6 Resident Evil 2. The classic survival horror masterpiece.
- 7 Parappa the Rapper. Undoubtedly one of the most original and clever videogames ever.
- 8 Time Crisis. The grooviest, bloodiest lightgun game.
- 9 Ape Escape. One of the best platformers ever made.
- 10 Bust a Move 2. Simple yet addictive puzzler that'll see you playing into the wee hours.
- 11 Ridge Racer Type 4. Satisfies anyone's need for speed. Arcade bliss.
- 12 Silent Hill. Stunning, genre-defining adventure guaranteed to thrill.
- 13 Gran Turismo. Set incredibly high standards for realism in driving games. Magnificent to play.
- 14 Super Puzzle Fighter 2. One of the finest puzzle games ever.
- 15 Street Fighter Alpha 3. Triumph of gameplay over graphics.
- 16 Dino Crisis 2. Fast-paced, more action-orientated gigantasaurus sequel.
- 17 Everybody's Golf 2. Marvellously deep and entertaining golf sim.
- 18 Anna Kournikova's Smash Court Tennis. An arcade gem that's hilarious fun.
- 19 Final Fantasy VIII. Wondrous role player with incredible presentation.
- 20 Dead or Alive. Polished and deep fighting game with plenty of bounce.
- 21 Bishi Bashi Special. Hilarious, entertaining and definitely crazy party game.
- 22 Bubble Bobble 2. One of the best arcade games ever made. Cute and addictive.
- 23 Final Fantasy IX. Spellbinding and magic RPG that returns the series to its roots.
- 24 Resident Evil 3: Nemesis. Brilliant scare 'em up with a believable environment.
- 25 Beatmania. Innovative and ground-breaking music game.
- 26 Tekken 2. Full of great fighters, moves and visuals.
- 27 Resident Evil. Chilling, blood-drenched action mixed with fiendish puzzles.
- 28 Castlevania: Symphony of the Night. Extremely playable adventure.
- 29 International Track & Field. Bewilderingly addictive multiplayer sport frenzy.
- 30 International Track & Field 2. More addictive button basher.
- 31 Tenchu. Enjoyable sneak 'em up ninja adventure.
- 32 Alundra. Compulsively addictive action-orientated role playing game.
- 33 Soul Blade. Supremely enjoyable weapons-based beat 'em up from Namco.
- 34 Vib Ribbon. Guide a badly drawn bunny along a wire to the sound of your CDs.
- 35 Front Mission 3. Classy strategy game.
- 36 Dino Crisis. Atmospheric and scary dinosaur blasting.
- 37 Grandia. Old fashioned graphics with pure, old fashioned adventuring.
- 38 Um Jammer Lammy. Seriously entertaining spectacle.
- 39 Omega Boost. Old-school shooter with incredible presentation.
- 40 Pac-Man World. Charming 3D platformer tribute to the greatest videogame hero.
- 41 Kensei: Sacred Fist. Outstanding beat 'em up.
- 42 Pocket Fighter. More proof that 2D beat 'em ups are a worthy alternative.
- 43 Landmaker. Rare game that makes you feel like you're doing something constructive.
- 44 Bust a Groove. Almost arousing to watch.
- 45 Marvel Vs Capcom. Beat 'em up heaven.
- 46 Point Blank. Compulsive G-Con tomfoolery.
- 47 Point Blank 2. All the fun of the original with extra playing modes and challenge.
- 48 Point Blank 3. Even more shooting gallery skylarks with the madcap Doctors.
- 49 Pop 'N Pop. Puzzler that'll give you sleepless nights.



- 50 Ace Combat 3: Electrosphere. The best flight sim on PlayStation.
- 51 Jumping Flash. Original and mesmerizing 3D platformer.
- 52 Monkey Hero. Well-judged blend of gaming styles for the younger player.
- 53 ISS Pro 98. Was the best soccer game you could buy until Evolution booted it out of the park.
- 54 Mr Driller. Wonderfully addictive puzzle fare from Namco.
- 55 Dance Dance Euro Mix. Funky footloose fun.
- 56 Puchu Carat. Provides a fresh slant on the Bust a Move theme.
- 57 Vagrant Story. Cinematic role playing game from the masters at Square.
- 58 Motor Toon GP 2. Gorgeously trippy racing fun from the makers of GT.
- 59 Resident Evil: Survivor. Hugely entertaining yet flawed gun blaster.
- 60 Ridge Racer. The game that helped sell millions of PlayStations.
- 61 Bomberman. Deliciously vindictive party game.
- 62 Rival Schools. Perfectly balanced fighting action.
- 63 Everybody's Golf. Superb little golf sim with appealing characters.
- 64 R-Type Delta. Hugely fun 2D shooting craziness.
- 65 Ronin Blade. Original fighting adventure from Konami.
- 66 Saga Frontier 2. Chocolate-coated strategy with a hardcore centre. Yummy.
- 67 Raiden. Seminal arcade blaster.
- 68 Silent Bomber. Challenging and enjoyable shoot 'em up antics.
- 69 Jade Cocoon. Addictive and involving role playing adventure.
- 70 Sno Cross Championship Racing. Slick, fun and well-presented racer.
- 71 Street Fighter EX Plus Alpha. Streety goes 3D and provides a second honeymoon for fans.
- 72 Suikoden. Histrionic RPG malarkey that fans will love.
- 73 Monster Rancher. Great monster-rearing fun with an endless supply of critters.
- 74 Suikoden II. Follows the RPG blueprint with panache.
- 75 Nightmare Creatures II. Simple, good-looking, blood-thirsty fun.
- 76 Megaman Legends. Combines 3D action, role playing and plenty of laughs.
- 77 Metal Gear Solid: Special Missions. Even more stealth for the greatest game ever.
- 78 Bushido Blade. Gory weapons-based beat 'em up.
- 79 Kurushi. Enthralling mental workout for puzzle freaks.
- 80 Tekken. A masterpiece and instrumental to the early success of Sony's grey box.
- 81 Tenchu 2: Birth of the Assassins. More ninja fun with a brilliant mission editor.
- 82 Tobal No. 1. Innovative and sound 3D beat 'em up.
- 83 Klonoa: Door to Phantomile. Entertaining and cute platform adventure.
- 84 Tombi. Puzzles and bizarre logic makes this platformer hugely appealing.
- 85 Vandal Hearts. Careful blend of plot, animation and gameplay.
- 86 Marvel Super Heroes. Fantastic 2D comic book brawler.
- 87 Wild Arms. Slick, polished and fun RPG.
- 88 Poy Poy. Hilarious bash 'em up against mates.
- 89 YoYo's Puzzle Park. Good, clean puzzling fun.
- 90 Parasite Eve II. Curious blend of survival horror and RPG.
- 91 Mr Domino. One of the strangest platform heroes, but fun!
- 92 Star Ocean: The Second Story. Enjoyable and massive role player.
- 93 Armored Core. Engrossing, weapons-grade mech action.
- 94 NBA Pro 98. Countless hours of slam-dunking fun.
- 95 Ms Pac-Man Maze Madness. 3D platform fun for feminists and chauvinists alike.
- 96 Digimon World. Demanding but curiously addictive pocket monster mayhem.
- 97 Battle Arena Toshinden. Weapons-based 3D beat 'em up.
- 98 Spin Jam. Entertaining puzzle action that keeps your fingers busy.
- 99 Megaman X4. A platform-based shooter offering plenty of charm and challenge.
- 100 Rescue Shot. Innovative and sadly short shooting adventure.

planet playstation a ton of stuff



Send your thoughts to: Feedback, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au

feedback

Rants • Raves • It Should Be A Game • Ask Nina • Rage Against The Machine



PERFECTION

Could you please clarify the scoring system for me? When you give a game a 10/10 it makes your readers believe that it is a perfect game with no faults whatsoever. You gave *Driver 2* a 10/10 but it is not perfect. Don't get me wrong, it's an excellent game but it does have its faults. The first three or four missions were easy but after that it's really difficult, forcing you to start the mission over and over again which is very frustrating. Also if you're chasing a car and it gets more than half a mile away you fail the mission and have to start again, which is really crap cause you can still see him up ahead.

No name supplied

Of course a game which scores 10/10 isn't a perfect game. If

that was the case than we would never give any games that score. 10/10 just means it's a damn good game which is currently the best of its kind.

SONIC VERSUS CRASH

I have heard that Sega are making games for the PS2. If they are it would be good to have great arcade games on PS2, how do you people feel about that?

From Hayden, Vic

The old adage "If you can't beat them, join them" sums up what it's been like for Sega recently. We're all glad to have Sega coming on board as they have quite a few good arcade games that would go down a treat on the PS2.

ONE HAND CLAPPING

Can you please help? I need a one handed joystick or controller for PSone. Do you know where I can get one from? I've looked every where but still can't find one. Do you know if there is one? Please let me know as I can only use one hand and miss playing all the cool games. Please, please help. I am desperate. Also do you know any thing about the Evolution Motion Sensitive Control System? Can you please tell me if it is any good or not? Is it worth buying? Please let me know.

Grant.

I hope that you don't need a one handed controller just for *Tomb Raider*. One handed controllers are generally crap and almost impossible to actually use. I wouldn't recommend them.

SEQUELIOUS

Can you tell me what is better - *Medal of Honor* or *Medal of Honor: Underground*. I can't make up my mind which one to get and also will there be a *SmackDown 3* coming to the PlayStation? I loved the first one! Cheers

Mat



I preferred *Medal of Honor: Underground* but some of the other guys swear by its prequel. I guess you'll have to try them both for yourself and see. It doesn't matter too much, though, as they are both great games. You can't lose. As for the *SmackDown* series, there is no word yet about a third title but it wouldn't be too suprising given the speed at which wrestling games seem to get pumped out.

PSM, WHERE ARE YOU?

Hey, Rob and the rest of the team, what is happening with the mag? Is there a delay or something, because I have not seen it in the newsagent for over a month. The last issue I got was with *Tekken Tag Tournament* on the cover, and that was early December. Please don't tell me my favourite mag is no longer in production.

The Great White

Have no fear, *PSM* won't be going to the great magazine rack in the sky just yet. The reason for the delay, and subsequent January/February issue was due to the launch of the all-new PS2 mag. As time had to be split between between the two mags production started to slide for a while but now, thanks to the hiring of addition staff, *PSM* should be back on track and arriving in newagencies every month.

FINAL FANTASY FAN

Good on ya with the mag. Last year was full of great games and I knew the only place I had to look for the latest was *PSM*. Hopefully this year will be just as great, even with the PS2 released. Do you guys know where I can get *Final Fantasy 6*? I haven't seen it in any shops, this makes me think it was not released throughout Europe, or maybe just our little island. It looks like a really good game, with really sweet graphics. I'm 99.9% sure it's on the PSX too, got any goss?

Also, while browsing the net, I found some up to date info on *FFX* and *FFXI*. With *FFXI*, most of the sites say this will be an online game. I would like to know if it will be using the playstation2's online capabilities or just for the PC.

What about *Final Fantasy: The Spirits Within*? Do you guys have an official release date for the movie, I saw the trailer on the weekend, and it looks really good. That's about it fellas/fellettes. Thanks,

Will

Final Fantasies VII through to *IX* were made for the PSone. Unfortunately *FF6* was before our time. It was a Super Nintendo title. Latest reports are that *Final Fantasy X* will not be an online game but *FFXI* will be online for the PS2. I'm not sure that the date for the movie has been set yet. When we hear we'll let you know.





ask nina

Q. I have recently purchased Medal of Honor 2: Underground and I was wondering if there is any cheats for it, and if it is no trouble could you tell me if there are any cheats for Driver 2.

James, Canberra

A. You can check out part two of our Medal of Honor: Underground guide in this issue. If you missed last issue check out the back issue page to grab part one.

Q. I was wondering if Resident Evil 4 was coming out on the original PlayStation and when if it is and another thing, will Silent Hill 2 be very much scarier than the horrifying original? And how many discs will Final Fantasy IX have? Thanks if you answer my questions

Groper NZ

A. The Resident Evil series has, unfortunately, made the step up to the next generation and there's no turning back for it. Silent Hill 2 will be bigger and better than the original. Final Fantasy IX has four discs.

Q. This kid at school got a PSone for Christmas and says that new PSone Games won't be compatible with my old grey PlayStation. Is this true?

A. Absolutely not. The PSone and PSX are totally compatible with each other. Maybe he's gotten it confused with the PS2 which will play all PSone titles but the PSone cannot play the PS2 games.



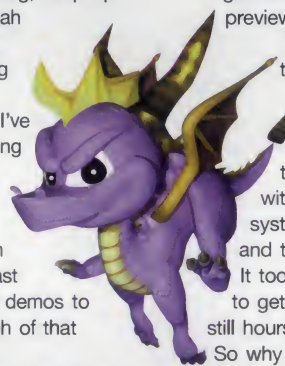
TEKKEN 4?

Hi, everybody! Great mag, keep up the good work blah blah blah..... I'm glad that you've stopped teasing me about the PlayStation 2 at last (I've got no chance at getting one), but now you've moved onto the PSone. Guess what I dream about now? Oh well, never mind. At least I've got your excellent demos to play. I can't get enough of that Spyro 3!

By the way, do you think they'll get another Tekken game onto the good old grey box? Thanks for the top mag!

Kirb

P.S Tell Nina that I think she's very beautiful!



After the great Tekken Tag Tournament on the PS2, any new title on the PSone would be a step backwards and a disappointment so I don't think we'll be seeing Tekken 4 on the PSone.

FFIX CONTROVERSY

Okay, let's get straight to the point. How could you rate FFX only 9/10 when it is clearly one of the greatest games of all time? Even the preview said it was the best Final Fantasy yet but the others got rated 10/10. First of all, the graphics are the best I've ever seen, then there's the gameplay with the great battle system and ability system and then there's the lifespan. It took me about sixty hours to get to the end and there's still hours of other things to do. So why 9/10?

Petey

Final Fantasy IX scored a lower mark because it didn't take the series or genre forward in the same way that the earlier titles had. There is no doubt that it is a brilliant game but it needed something extra for a 10.

Rage Against The Machine

LYNCH HIM

I'm a big fan of your mag, and of the PlayStation in general, and I've been keeping a close eye on how the PS2 is going (mostly because the next Resident Evil game is coming out on it), and I noticed your little article about David Lynch's involvement in the ads, which explains why the ads are so odd (I couldn't make head or tail of Twin Peaks!). But the article got me to thinking. I understood the campaign for the first one (Don't underestimate the power, fair enough) but what on earth is The Third Place, and what does it mean to the PS2? This simple little phrase is driving me insane! Do you have any idea about it's meaning and origin? Keep up the good work on your mag, and long live the PlayStation!

Tori



This has been a topic of discussion while many a game has been loading this month. No one is 100 percent sure but we have two theories. The first idea is that the original PlayStation (the fat grey one) is the first place and the super-cute PSone is the second place, making the PS2 The Third Place. The second theory of The Third Place is that home and work are the first two places you inhabit and the world within the PS2 should be your third place, much like a favourite café or restaurant might be. If anyone else has their own ideas over what The Third Place means let us know.

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Not so this month. If you want what we have on offer here, the only place to get it is right here, right now. "What is this wonderful object of which you speak?" I hear you ask. Well, my fun-loving, potential competition winning entrants, the prize up for grabs this month are some stunning works of art taken from *Legend of Dragoon*. We have ten to give away and they are all unique. This isn't the same picture duplicated ten times. Each prize is an original, hand-drawn masterpiece which was used in the design of the game.

As these prizes are not available for purchase anywhere, they can be considered priceless works of art. Hell, they should be hanging in some poncy art gallery somewhere but we are willing to give them to you, for nothing.

If want a chance to win this unique, special, cultured, but still cool, video game-related prize all you have to do it answer this simple question: "What were the nobleman who traditionally slayed dragons known as?"

Send your entry to "Knights Competition" at the usual address and start praying that your envelope is selected, by the hand of destiny, from our prize barrel.



Know Your Role



Here is your chance to grab a free copy of the best wrestling game in the world. *WWF SmackDown 2* is the pinnacle of the last five year's worth of sometimes good, sometimes bad, but still always fun wrestling titles. The WWF is the premiere wrestling federation and THQ have been kind enough to provide *PSM* with ten copies of the game to dish out to the most hardcore wrestling fans. How impressed will your friends be when you kick all their butts in a Royal Rumble? *SmackDown 2* lets you play as, one of over fifty, "sports entertainment" superstars. For your chance to win simply tell us what Stone Cold's real name is. Send your entries to "Stone Cold Steve Austin" competition."

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Late But Great

The death of a system takes many a classic game to the grave. Given the choice, which would *PSM* resurrect?

Ambition is a two-edged blade, we all like to see it in our games but, inevitably, concepts appear before their time and we're left lamenting their passing, wondering what they'd be like if re-made today. Dragging the retro-crazed staff monkeys Mark and Simon screaming into the new millennium, the Prince Of PSone demands to know which games *PSM* thinks are deserving of such honour and how they would benefit from 128-bit attention. The only restrictions - five games each at the most and nothing post 16-bit...



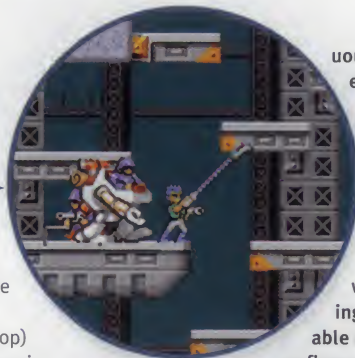
Stunt Car Racer: Amiga



This circuit-based racer from industry legend Geoff Crammond stands as one of the most unique examples of its genre ever conceived. Set over a series of devilish looping and twisting tracks, *Stunt Car Racer* allowed players to compete against either a CPU rival or a human opponent. The latter option allowed owners of different machines (in this case the Atari ST and Commodore Amiga) to link up their machines and two televisions for some insanely competitive racing action. A subtle graphical overhaul and the option to play online against Dreamcast/XBox owners would make a PS2 version of the game highly sought after.

Simon Says: Bionic Commandos Arcade

Capcom's hugely innovative 1987 platformer must rank as one of the most underrated coin-ops of all time. What made the game so unusual (and ensured it was a commercial flop) was the fact that despite starring in a platform game the central protagonist couldn't actually jump. Instead, he possessed an extendable bionic arm that could be used to latch onto and swing from overhead platforms and structures. A sprite-based PS2 update of the game - that placed increased emphasis on the platforming element of the game - would undoubtedly provide a kick up the pants to the likes of a certain bandicoot.



uous collection of items for your escape plan, including wire cutters, false papers and disguises. An elaborate series of underground tunnels allowed the player to explore the camp without attracting the unwanted attention of the Nazi guards. Aside from this, sticking to the camp's daily regiment was a requirement and missing roll call was punishable by a spell in solitary confinement. A first-person take on the game with greater character interactivity would make for essential PS2 gaming.

Vendetta Arcade

Whilst structurally Vendetta (AKA Crime Fighters 2) resembled its side-scrolling beat-'em-up peers, it was the imagination lavished on the weapons and attacks at your disposal that made the game such a joy to play. The varied enemies you encountered could be kicked when they were down, clubbed against walls and even pummeled to a point where they would



The Great Escape Spectrum

Despite its simplistic isometric graphics, *The Great Escape* managed to provide a tense, dramatic and downright engrossing slice of videogaming entertainment. Players were charged with the task of escaping from the confines of a German POW camp. This involved the inconspic-



vomit. Additionally, the intelligent attack patterns of the thugs (especially the bosses) served to ensure the game eschewed the relatively skill-less "pay as you go" gameplay of titles such as Final Fight. Sadly,

Vendetta never received a home conversion, so its appearance on a Konami PS2 compilation (along with Crime Fighters and the third game in the series, Violent Storm) would be very welcome.

Dungeon Master Atari ST

Seemingly coming from nowhere, this classic title from American coders Faster Than Light was a truly groundbreaking release. Having selected a team of up to four adventurers (all with different abilities, warrior, magician etc) your task was to venture through the flick-screen first-person corridors of a monster infested dungeon, in a bid to find and destroy Lord Chaos. Ingenious puzzles had to be solved, many of which were made trickier by the inability to split your team up. With the glut of no-brainer first-person shooters on the market, a PS2 update of this seminal release would be a real breath of fresh air. The ability to play online would also add to the overall experience.

Mark mentions Deathwish 3 Spectrum

In these days of Kingpin and the like, DW3 would struggle to shock - but riddling old grannies with machine-gun fire (accidentally, of course) so that they danced from one side of the screen to the other was always more humorous than horrific. With its rather clumsy handling of the third dimension remedied, PSM would welcome an update which padded out the gameplay slightly with interrogation replacing that magical gang-leader radar. Curbing the



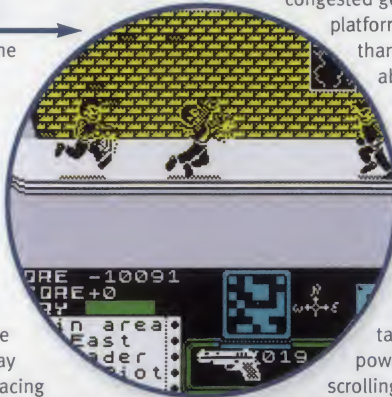
original's repetitious score-based nature would be requisite given the current climate, nevertheless the foundations for a sturdy gaming experience have been cemented by this 8-bit masterpiece.

Valhalla Spectrum

Mentioned by virtue of being so way ahead of its time, Valhalla was a text-adventure come graphic RPG hybrid which introduced NPC's who would go about their business in real-time whilst you quested - an element which was to be adopted by Lure Of The Temptress and, most recently, Shenmue. PSM has little doubt that rubbing shoulders with the Norse gods provides the potential for more excitement than the inhabitants of Sakuragaoka - whilst Valhalla's original implementation certainly appears dated today, its underlying mythological splendor retains its worth and, exploited in a multiplayer online experience, would capture our hearts. Bagsies on being Thor!

Gunstar Heroes MegaDrive

Allowing Sega to resolutely stick SNES Contra the finger, Treasure's frankly astounding take on that once congested genre - the platform shooter - did nothing less than redefine its host-system's abilities. Fast, beautiful to behold and with the best FM music to perhaps grace the earth, GH sported a unique weapons system which allowed firearms to be mixed and matched to a variety of effects. Supremely playable, such a 2D shebang is begging to be taken to a new level by 128-bit power - if only sprites and parallax scrolling weren't regarded as passe, of course.



Lotus Esprit Turbo Challenge Amiga

It's ridiculous I know, but the old-school racing game 'physics' which kept cars glued to the road during corners as long as they weren't accelerating made for some exhilarating action and are, therefore, sorely missed. Capturing an arcade feel sadly lacking from its sequels, LETC perfected the template sketched by Pitstop 2, providing a full field of opponents for you and a pal to weave through. Four players and an even larger number of drones would be mana from heaven for all those sick of two-player racing around otherwise empty tracks.

Laser Squad Spectrum/CG4/Amiga/ST

Okay, okay, it could be held that X-Com is Laser Squad in all but name, but being lumbered with a solo-oriented plot, overly-complex environments and an unhelpful isometric viewpoint took the core gameplay far from its keyboard-wielding mano-a-mano roots. As with 2D, turn-based multiplayer games have fallen from favour - a pity as sitting, looking away from the telly, hoping desperately to hear your mate stumble into that well-placed ambush can be a tense experience. Something along the lines of Shadow Watch only with more generous movement, a rotatable view and an emphasis on two-player maps is steadfastly awaited.



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GT3

"All the tracks have been **enhanced and adjusted** to take advantage of the **greater processing power** of the PS2."

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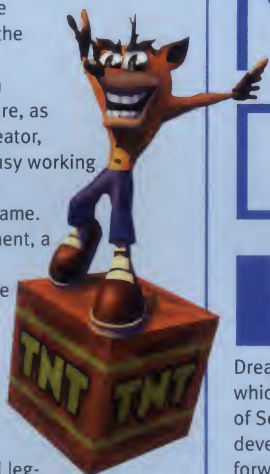
Crash Back?

Return of the bandicoot



Developer Travellers Tales are the force behind the first

PlayStation2 Crash Bandicoot adventure, as Crash's original creator, Naughty Dog, is busy working on another, as yet unspecified, PS2 game. In the new installment, a free-roaming 3D adventure, you'll be able to play as Crash's buddy, Coco, as well as zipping round in the specially designed vehicle riding sections and legging it through the jungles in new chase sequences that were such a feature of the first game. Travellers Tales is throwing a world of weather effects into the mix as well. There'll be full-on lava levels, swirling snow and even a level featuring a big lake full of mercury. Universal owns the Crash licence, so you can bank on there being plenty more PlayStation2 Crash games along after Konami publishes this one at the end of 2001.



It may be bad news for Dreamcast owners but all the best Sega games will now appear on PS2.



No More Dreamcast

Sega delivers the death blow to their ailing console one year after Australian release



Rumours have been circulating for months about Sega dropping the Dreamcast and they have finally been confirmed. Before the latest round of console wars even had all the contenders on the starting line Sega have called it a day. While the Dreamcast was obviously inferior to the PS2 there are still games which we have enjoyed on Sega's console. This is the best part of Sega's decision - they will now take the role of third party developer, just like Square and Capcom. We can look forward to ports of Crazy Taxi, a PS2-exclusive Virtua Fighter 4 and, our favourite, Virtua Tennis.

Sega were once a strong contender in the console stakes worldwide, gaining ground on Nintendo with each successive generation of machine but when Sony entered (and dominated) the market in 1995 Sega just kept slipping farther and farther behind. The decision to focus solely on software has been applauded by most sections of the industry. Can't wait for Sonic vs Crash.



"Sega just kept slipping farther and farther behind."



Good Omen

I want to drink your blood

Crystal Dynamics is developing another chapter of the Legacy Of Kain story for PS2. Legacy Of Kain: Blood Omen 2 will follow Soul Reaver 2, telling supervampire Kain's side of the story. Blood Omen 2 will be an altogether more blood-thirsty, action-based game with the accent on close combat and sword fighting as you take Kain back in time to the medieval city of Meridian to search for the mighty Soul Reaver sword. Features include new magic, mysterious Dark Gift abilities and martial arts-style action sequences. Expect plenty of gore when it arrives at the end of the year. Yum.



Playing with your Fantasies

Square shout about new details on the first *Final Fantasy* games for PS2 and online gaming.

Since it was announced that Final Fantasy X was not going to be online compatible after all much attention has weaned from Square's first PlayStation2 epic RPG. Yet there is still much to get excited about.

The game still bears the design print of Tetsuya Nomura the character designer for both Final Fantasy VII and VIII along with the original Parasite Eve and the latest PS2 game The Bouncer.

Indeed the lead characters of FFX feature a similar western, realistic style to those like Squall from FFXIII. The hero of the game is Tide (voiced by Akira Ishida of anime fame) who loves adventuring and must go up against his nemesis, Ryugo. Other characters include Yuna, Kitt and Hayate, all of whom will be playable.

Most notably, from an early Japanese demo doing the rounds, are the backgrounds and details.

Like FFXIII there is a clash of fantasy and sci-fi influences at play. Though now the world is a fully 3D landscape rich in detail yet sadly littered with blurring and jagged polygons. Despite this, Final Fantasy X still looks like being the most fully realised virtual world yet seen on a home console.

"The most fully realised virtual world yet seen."

The story itself is set in a fantasy world covered in water with the remaining inhabitants relegated to small islands. The game focuses on the battle between the elements for dominance of the world, earth against water being the obvious one.

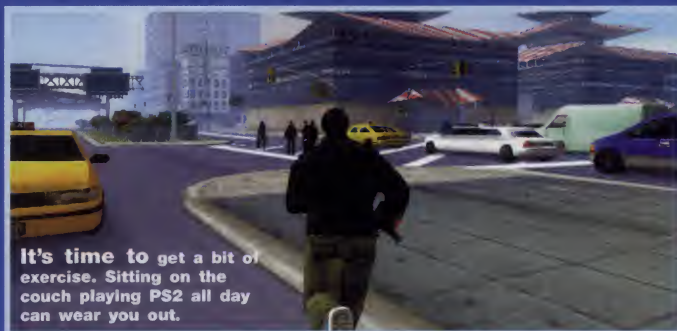
Though Final Fantasy X will be the first in the RPG series to find its way onto the PS2 it won't be the last. Indeed, Final Fantasy XI will be released shortly after the tenth edition and this one, Final Fantasy XI: Online Another World (a working title) will be a completely realised online game in a similar vein to and Everquest.



Will the future see us living online in a real time fantasy world?



PS2view NEWS



It's time to get a bit of exercise. Sitting on the couch playing PS2 all day can wear you out.

Get out of the car

The latest crime wave for PS2

UK-based DMA Design has been signed up to Rockstar Games and is busy working on the follow-up to GTA2, encouragingly named Grand Theft Auto 3(D). Key to GTA3(D) will be your ability to get out of the car and run around. The gang leaders are straight out of the first game and head up one of the three gangs that dominate the city. The city itself is similar to the one in GTA2, a bit of a New York spin with a Long Island-style area and bridges and tunnels that traverse a faux Hudson. As in the

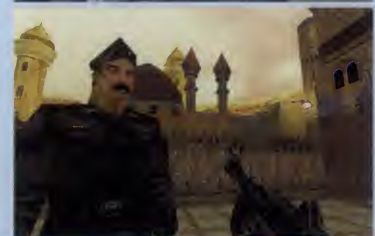
first two games you can hop in and out of the cars, taking on relatively free-form missions in a bid to make yourself Kingpin of the city. Music has always been important to defining the anarchic feel of the GTA games. This time, each car you hop into has its own radio station playing individual tunes. You'll also pick up news broadcasts passing on valuable information on what's going on down in the 'hood. We'll be keeping an eye on DMA and GTA3(D) in the run up to the game's release later this year.

Shooting Party

Star Trek and Red neck shooters

the PS2 will soon be dripping in blood and gore as ultra-violent PC game Soldier Of Fortune heads for

PS2. Pipe Dreams Interactive is converting SOF along with Star Trek: Voyager Elite Force - both games are based on the Quake 3: Arena engine - and Activision will publish. Renowned for its graphic violence - you can shoot people's legs clean off - Soldier Of Fortune sees you taking on the role of mercenary John Mullins as he pockets cash to take on terrorist groups around the world. Unlike the PC version, SOF on PS2 will include two and four-player multiplayer split-screen options. Based on the lost-in-space Star Trek TV series, Elite Force begins with Voyager being captured by aliens and dumped in a spaceship graveyard. The game sees you as second in command of the Hazard Away Team, which must battle its way across the cemetery to liberate the ship. Both titles are set for release in the latter half of 2001.





PS2view THE BOUNCER

Publisher: Ozisoft **Developer:** Dreamfactory/Square **Release date:** May **Origin:** Japan **Style:** Beat 'em up **Players:** Four

THE BOUNCER PS2view

The Bouncer

Square, master of Final fantasy, opens its doors to the PS2's most anticipated game.

Ever since Kung Fu Master let players push their little pixelated fist through another character's face, games players have been dribbling like fools for ever-more realistic slices of martial arts maiming. Not only was Tekken Tag signposted for the powerful PS2 but a little game from Square called The Bouncer also started to woo gamers as an early demo showed a visual flair that seemingly allowed tables, chairs and human bodies to be used as makeshift weapons.

Unlike Tekken Tag, Square's novel

beat 'em up, being classed as PS2's first 'Story Game,' is a scrolling fighter that draws influence from aging arcade sluggers like *Final Fight*. Instead of being restricted to one-on-one combat confined to a tight arena, the battles of The Bouncer are spread across changing, often scrolling 'levels' inter-linked by a sci-fi story of lost love, diabolic experiments and lonely ambition.

The game will vary in several ways depending on how it is played. For instance, the character you choose to control will see the ensuing story

"The slew of multiplayer options look to be icing on the cake."



develop from different perspectives with unique cut scenes for each hero interspersing the action. Likewise, how players perform affects the later action and movie scenes. The slew of multiplayer options look to be the icing on the cake. Anyone familiar with Powerstone 2's four way battle will be jumping for joy over the inclusion of this mode.

Ian Dean



The character designs come from the creative genius behind the *Final Fantasy VII* and *VIII* heroes, Tetsuya Nomura. The big boots and spiky hair may have already given this away to die hard fans.



The Bouncer is being marketed as a "Story Game" which slots the gameplay somewhere between *Final Fantasy* and *Final Fight*. The cinematics are simply amazing and are, alone, worth viewing



Publisher: Sierra Studios **Developer:** Gearbox Software **Release date:** TBA **Origin:** US **Style:** First Person Shooter **Players:** Four

Half-Life

It's won countless awards, been hailed by critics as the greatest PC game ever created and now it's heading to the PS2.

the easiest way to describe Half-Life, to those who have not been lucky enough to be dragged into its immersive depths, is as a first-person survival horror game. In the game you play the young research associate, Gordon Freeman, who is the only survivor after an accident at the Black

style) which makes this game so uniquely appealing.

Even the relatively blander sections of this seamless game are filled with small details that make you stop and smile. In one section of the game you're confronted by a lift shaft that has a sign reading 'Danger Do Not Use' and when your curiosity prevails

"Highly anticipated, highly engrossing and highly addictive"

Mesa Federal Research Facility. Something or someone is behind this 'accident' and it's up to you to uncover the truth.

If you've played other first-person shooters you may think that the story is mostly irrelevant but it is the creation of atmosphere and the unfolding of the storyline (in a very Resident Evil

and you attempt to use it, the lift crashes down past you - full of screaming scientists!

This version of Half-Life is shaping up very nicely indeed. Highly anticipated, highly engrossing and highly addictive the PS2 version will hopefully see Half-Life reach its lofty peak.



Developers believe that Half-Life for the Ps2 is their best version yet. That's high praise considering how revolutionary this title has been in its various PC incarnations.

Multiplayer modes are what first person shooters are all about and Half-Life is sure to please with its emphasis on both deathmatching and teamplay. Four players can fight it out or battle all out against computer opponents



PS2view HALF-LIFE



PS2view GRAN TURISMO 3

Publisher: Sony **Developer:** Polyphony Digital **Release date:** June **Origin:** Japan **Style:** Racing **Players:** Two

GRAN TURISMO 3 PS2view

Gran Turismo 3

Sony get in gear and rev their engines, to launch the biggest game of the year...

few games have set benchmarks in quite the same fashion as Polyphony Digital's detail-rich *Gran Turismo* series. Even now, some three years since its first release, the original *Gran Turismo* still outshines most of the competition. It's no surprise then that *Gran Turismo 3* is more of a refinement of the past glories than a new version in its own right.

The *GT* series, as with the gameplay itself, has been a constant progression of adjustments and alterations. The latest additions to *GT3*

other game seen. The lighting source effects, from the sun rays burning through tree-lined roads to the sight of heat rays rising from the tarmac are impressively realistic.

GT3 could be the most impressive game release in 2001 on the PS2. In fact, we are hedging our bets that given some time and further refinements, *Gran Turismo 3* will overtake all the previous titles, and all the competition, and emerge as an absolute must-have for any sane next generation driving enthusiast in 2001.

"The original *Gran Turismo* still outshines most of the competition."

have been the inclusion of two new tracks bringing the total to fifteen. The new tracks are the Monte Carlo course and a new Japanese track based around the Tokyo highways. All the tracks in game, both those in previous *GTs* and the new additions, have all been enhanced and adjusted to take advantage of the greater processing power of the PS2. Graphically *GT3's* courses have stretched the PS2 like no

One track at a time: The *Gran Turismo* series has set a standard for devising incredibly realistic tracks that soar and surge with real forces and fatigue - *GT3* is no exception.

Impressive Polys. The cars have had their polygon counts upped from 300 to over 5000.



Unique and Oblique: The cars are the stars of the *Gran Turismo* universe and the third installment is as committed to real makes and models as ever before.



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special feature C-12 PREVIEW

Writer Mark Donald

**Dying Spree:**

You can just lay into the foe, or you can live by using terrain strategically. Find cover then hose off the alien scum



RAGE AGAINST THE MACHINE

It looks like Metal Gear, it's inspired by Resident Evil, and it's coming to PSone. Welcome to C-12, the most adrenaline-soaked game of the year

C-12, eh? Odd name for a game. One that conjures nightmare visions of a world overrun by futuristically shoddy electric cars, controlled by a mad inventor with a ginger beard and a thirst for revenge. Fortunately the designers plumped for the slightly less terrifying scenario of a near-future Earth being pillaged by a race of alien DNA thieves. These bug-eyed guys only want to enslave all mankind and pilfer the very flesh from his bones.

C-12 looks very Metal Gear Solid, with a gun-toting lead character prowling around shadowy environments, drilling foe with contemptuous bursts of lead. Yet C-12 is only partly inspired by the antics of Mr S Snake. Producer John Meegan takes time to

name-check the other influences, "It's a third-person action adventure that takes elements from Metal Gear Solid, Syphon Filter, Soul Reaver and Resident Evil."

Every aspect is worth salivating over in juicy detail. Right from the opening scene, as you jog down a deserted street trying out your new role as Lieutenant Vaughan, leader of the Human Resistance.

Puzzle-hook

The best videogames are the ones where you can't see the cracks. Those jarring reality fissures that blare, "This is a videogame!" From the off, C-12 aims to sink you deep into a rich and convincing war-torn Earth crawling with aliens, combat and opportunities for lateral thinking. "We wanted a

strong balance of combat, puzzle-solving and exploration set in huge areas," says Meegan. "But we don't just say, 'Here are your objectives, go and do them.' You need to read the environments, work out what's going on and decide how you can take advantage." Which means C-12 works a lot harder to get you involved in its reality than insipidly inviting you to shove the red key in the red key-hole a-bloody-gain. C-12 missions seem plausible because of this.

Humanity is losing the war and the Resistance has staked its hopes on a last ditch raid to capture alien technology and turn it against its masters. Against this backdrop, you're constantly trying to save scattered knots of Resistance from cyborg flesh farmers. So you'd expect the occasion-

al set-back right? C-12 plays up this feeling of 'events running out of control' beautifully. Every mission has a sting in its tail and apparently easy tasks are quickly twisted out of all proportion by unforeseen circumstances, cock-ups and the whims of war. For instance, at one stage, the Resistance base comes under heavy alien attack and must be evacuated. You're charged with setting the self-destruct sequence to prevent any secrets falling into enemy sucker-pads. But you can only initiate the sequence by scanning a security chip. And that chip just happens to be implanted in the body of a dead general who's turning blue down the morgue.

So you battle your way to the cryo-chamber and have to wheel your coffin-clad cargo to the medi-bay

PREVIEW C-12 **special feature**

Publisher: SCEE **Developer:** Sony Cambridge **Genre:** Action adventure **Number of players:** One **Release:** March **Format:** PSone



special feature C-12 PREVIEW





special feature C-12 PREVIEW

PREVIEW C-12 special feature



C-12 stands for the carbon isotope on which all life on Earth is based.



Stage Fright: The game unfolds over six vast stages encompassing urban ruins, industrial complexes and sinister labs.



where the chip can be cut out. Except the power supply has been disrupted, so you've got to work out how to channel enough juice to the operating theatre. Meanwhile, you've still got to evacuate the base against the clock.

Big Gun Day Trip

Clearly though, brainpower is not enough. Not when you could lace it with alien-mushing instances of naked violence. As Meegan sweetly puts it, "Sometimes there's more thoughtful moving about, other times it's balls-out combat." Certainly the fighting will make your eyes bulge, at the very least. It's an adrenaline-gushing combination of luscious graphics and pump-action mayhem. Often the first sign of trouble is the painting of your combat-fatigues by a tell-tale red laser sight. Smartly followed by a withering cross-fire as you're caught between rapid-firing cyborg killers on the ground and metal-hearted snipers blasting away from tower-block vantage points. Explosions rock the

street while searing laser bolts rake the ground and smoke billows in your face. The incredible profusion of graphical effects adds to the confusion and sense of being caught in a desperate firefight.

A feeling enhanced by the behaviour of friend and foe alike. Often your comrades get caught up in the battle. Their calls for help flood your radio-link and you can either try to protect them or watch them get creamed. As long as they're alive, they'll scuttle between scraps of cover, snap off shots and draw enemy fire. Meanwhile, the many varieties of cyborg drone and alien trooper have individual patterns of behaviour that can only be dealt with by adapting your tactics. Alien Warriors can leap huge distances, for example, rendering cover useless as they jump straight over whatever obstacle you put in their way. Then there are the Alien Scientists, who prefer to toy with their prey before killing it. Their first attack will paralyze the target. You have a few

seconds to shake off the effects and move, before the killing blow is struck.

Brilliantly, if you can keep your head during a firefight, it's possible to think, instead of blast, your way out. If snipers are pinning down your buddies, you may be able to find a back alley route into the enemy-occupied building, charge up the stairs and clear the scum out with a grenade. From there you can bomb cyborgs below with a few pumps of your underslung grenade launcher. Sometimes you can avoid fighting altogether by outwitting your enemies. Handy when health is in short supply. For instance, at one point, cyborgs are infiltrating a base through a lift-shaft. You could either fight endless waves of them, or try and block the shaft off with some moveable scenery.

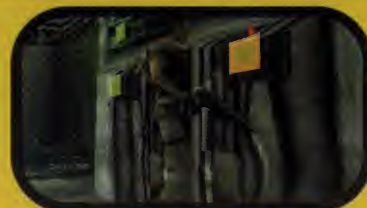
The aliens even help you out by carelessly leaving handy pieces of technology lying around. First there's Vaughan's alien imaging device that lets you slip into First-Person Mode. Then there are three different sorts of alien compound that can be mixed to create noise, light and corrosive effects. Faced with hard but dumb cyborg guards? Lure them from their posts with an explosion. Surrounded by alien vermin in the abandoned subway level? Perhaps they've colonised this underground habitat because they fear the light. Don't fancy a full frontal assault on an alien stronghold? Burn through that grille using alien acid, providing a safer, alternative route to the objective.

Mission: Possible

C-12's puzzles are just that bit classier than usual, fitting in realistically with the environment and plot while demanding a touch of lateral thought. Here's an example of one task from early on in the game.



Step One Vaughan must restore power to the railway system. As he crosses a gantry it collapses behind him breaking power-lines into the bargain.



Step Two Vaughan finds the energy supply and feeds power directly to the railway.



Step Three The electricity supply also feeds the power-lines Vaughan broke earlier. Now the gantry is electrified and it's Vaughan's only route back.



Heavy Metal: Top gun play will see you rewarded with major firepower. Explore secret areas and complete sub objectives to get your paws on gear like the rocket launcher early in the game.

Pincer-licking Good

It's that kind of subtlety that adds immeasurable depth to C-12 and brings it to life. There's a whole world to explore and it demands far more interaction than a quick blast of your rocket launcher. As Meegan says, "You don't just get on a train and appear at the other end, you journey through the city. It makes it all feel connected, giving the impression that there's a living environment around you."

Well, almost living. C-12's graphics dramatically convey the impression of a ruined planet ground under the heel of an alien invader. Echoing Terminator 2's bleak scenes of a future-Earth dominated by machines, you wander through a battle-blistered urban landscape shrouded in permanent twilight. The eye dances around rich visual details, each one reinforcing the sense of foreboding. Upturned cars lie ablaze in the streets, steel cables hang limply from broken piles of concrete, craters pock-mark the road and a blackened, twisted skyline implies there's nothing but devastation for

miles around. The atmosphere's so thick you can almost wear it, and it's enhanced by the sound. A sinister industrial score pulses in the background while your nerves are plucked by a medley of effects: cables spark, machinery throbs, gas vents hiss and the raw wind whistles. By the time you spot a pair of glowing red cyborg eyes gliding out of the shadows, your finger is convulsing on the trigger and a burst of panic-fire is the only way to relieve the tension.


Then C-12 really takes a turn for the gruesome. The bleakness of the early stages gives way to organic alien levels as you penetrate enemy territory. The ribbed and veined alien structures resemble the insides of a giant intestine and the whole emphasis of the game shifts from chinning cyborgs to beating off more dangerous alien warriors. The plotline accelerates with the graphics, as the aliens foul purpose is revealed and the Resistance's defence becomes ever more desperate. Eventually you'll venture into the conversion facility (a

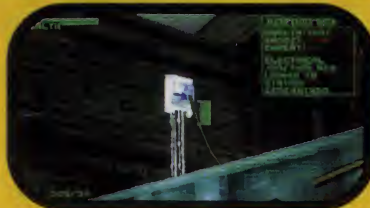


Aieeee! It's The Story

Here we go. Earth has been devastated by pitiless alien invaders. They're here to strip the place of all its tasty carbon, and unfortunately human beings are made of the stuff. Mankind is faced with extinction. And humiliation. Many prisoners are 'converted' into alien controlled cyborgs human/machine hybrids programmed to hunt down the remainder of humanity while their masters put their feet up and file their pincers. Resistance is futile, and generally incompetent. All our leaders are dead or captured.

grisly cross between a vivisectionist's lab and a factory farm) where human beings are transformed into cyborgs. Here you'll witness some of the most disturbing scenes on PSone, as bubbling tanks reveal their human contents and the walls echo with screams and alien cackles.

And it's far from the final jaw-slackening sight you'll see in C-12. It's a hugely ambitious game that aims to continually stun the player with its massive scale and sinister onion-layer gameplay. Explosive combat, absorbing puzzles, tension-riddled exploration and the coolest monocle in videogaming await. Let's have some. 



Step Four By scanning the area with his thermal imager, Vaughan spots an obscure junction box controlling electricity to the local area.



Step Five Vaughan blows away the junction box, cutting off the power supply and making the gantry safe. Right, that's the power of electricity defeated.

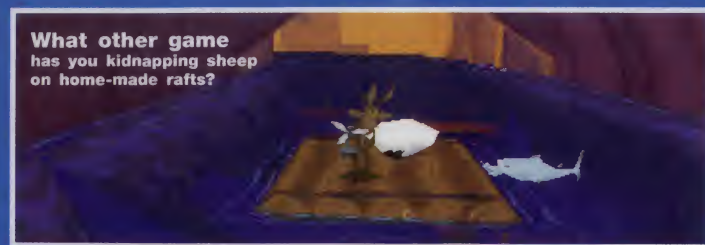
"Certainly the **fighting** will make your **eyes bulge**, at the very **least**"





previews Sheep Dog 'N' Wolf

Publisher: Sony Developer: Sugar And Rockets Release date: September Origin: Japan Style: Action-adventure Players: One



Sam and Ralph are at it again. Only this time, with your help, Ralph may succeed.

You'd think that after five years, there'd be nothing the PSone hadn't seen, no game that couldn't easily be classified as quite like this title or something close to that one. You'd think. But just as complacency begins to creep in, along comes *Sheep Dog 'N' Wolf*.

Based on the Warner Bros' cartoon series, the game casts you as Ralph Wolf, whose sole aim in life is to devour the flock guarded diligently by Sam the Sheep Dog. Development began back in September 1998 and from the start the aim was to create a crazy, unorthodox game that stood out from the crowd, combined with the

best of WB slapstick humour.

The flock is composed of eighteen sheep and Ralph has to rustle one sheep per level using a number of hilarious gadgets. Fans of Warner Bros will know that gadgets means all manner of idiotic products manufactured by Acme.

The process of stealing a sheep breaks down into three steps - finding the objects that'll help you in your rustling, actually taking the sheep, then making good your escape. The first part plays like an arcade adventure as you negotiate traps and platforms, exploring the area searching for your

Acme thingumabobs. The second section plays more like a sneak 'em up, as you furtively approach Sam and the flock, using bushes for cover and combining your gadgets to nab one of the little bleaters. Finally, once you've caught your sheep, you have to spirit it away to a preset goal - this is more puzzle-based, with each sheep having its own behaviour that has to be used, along with more gadgetry, to succeed.

Many different stealth tactics might be used and the aim is to be discreet and clever. If you use brute force, Sam will catch you easily. *Sheep Dog 'N' Wolf's* difficulty curve rises neatly, because with each level you complete there's one less sheep in the flock for Sam to worry about, and he also gets used to your tactics with certain gadgets.

Chris Braham

PlayStation OPINION

+ This game deserves many kudos for its originality

- As the nature of the game is a one-on-one competition of espionage and counter-espionage a two player mode would have been great.

! It's strange that Looney Tunes minor characters have scored the best game.



Publisher: EA **Developer:** Big Ape Productions **Release date:** March **Origin:** US **Style:** Wrestling **Players:** Two



Simpsons Wrestling

What do you get when you cross a middle American family with a buff sports superstar?

down in sunny Springfield, there's trouble brewing. No, it's not a strike at the power plant. Or even the re-institution of snake-batting day. It's something far, far darker.

Maggie's lost it, Homer's anger has finally boiled over into unrestrained violence, Bart's ready to kick some royal ass, and God help the poor soul that gets in his way. As the name suggests, The Simpsons Wrestling involves the inhabitants of Springfield knocking twelve bells out of each other. And that, friends, is a good thing especially if you're from Shelbyville.

You start with most of the family: Homer, Marge, Bart, Lisa, and Maggie is in the game as a special attack from Marge. Then there's Barney, Krusty, Apu and Willie. And how about secret characters?

PlayStation OPINION

+ There are so many Simpsons characters that you'll think you've died and gone to Springfield.

— The gameplay is a bit simplistic

! The Simpsons have yet to jump on the kart racing bandwagon. Maybe they're just jumping ahead and pretty soon every cartoon hero will be 'rassling.

The game starts with eight playables, and will feature six unlockable characters. Could we see Chief Wiggum in a flab-fight with Homer? Only time will tell.

With vocal contributions from the actors who provide the voices of Springfield's citizens, we could be in for some top comedy. The actors do more than just contribute - they do all the dialogue. A writer has created over 1400 original lines for the game.

The characters will also boast their own trademark moves. Barney's burp-cloud is pretty

funny or disgusting, depending on your viewpoint. Homer resorts to his faithful donuts for a special big Homer move. ("Donuts - is there anything they can't do?") And watch out for Lisa's sax-playing - it'll blow you away. And Mr. Burns? Who knows what he's capable of? Alongside their standard array of slaps, kicks and special moves, each character will also be able to utilise power-ups that appear in the ring.

The aim, in the end, is to bring your opponent to the ground, and keep him there. Pinning is everything. There're no points decisions or anything like that. Not quite like real wrestling then, but this is the Simpsons, not real life.

AI Bickham



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MATT GREENING
PlayStation



previews ROUND UP

Publisher: Acclaim **Developer:** Clockwork Games **Release date:** March **Origin:** US **Style:** Racing **Players:** Two



Vanishing Point

O Originally due in April 2000, Acclaim's arcade racer has done something of a vanishing act, re-emerging on our radar for later this year. Looking at this sneak preview version, the reason is obvious. Fast and frantic as the game is, it's far from finished.

What's on offer here is an ambitious mix of racing and stunts as you throw recreations of Aston Martin, BMW, Ford and Lotus motors around hairpins, off

ramps and through slalom courses. The standard tracks will immediately make you think of Ridge Racer's urban raceways as concrete struts whiz by and bridges and tunnels attempt to upset your cornering rhythm. But in contrast to Ridge, you don't get to actually see your opponents and instead race against their times rally-style through rush-hour traffic.

The best bit about Vanishing Point is watching and causing outrageous acci-

dents. VW vans roll comically, while Mini Coopers tumble end over end.

The way cars barrel-roll as they crash is certainly pleasant, although less so when you can't avoid them due to the

finicky handling. The scenery isn't so admirable, however, with ragged textures and poor effects still under construction.

Pete Wilton

PlayStation OPINION

+ The use of real cars and a great selection of tracks could put this game ahead of the competition.

- Some of the stunt levels seem just a bit too frustrating and the handling can be difficult at times.

! This game has been in development for so long that it runs the risk of being obsolete before it even hits the shelves. While the game engine is impressive, the graphics seem lack lustre.

Publisher: Ubi Soft **Developer:** Vision Media **Release date:** April **Origin:** Europe **Style:** Puzzler **Players:** One



Inspector Gadget

this is certainly a strange beast. A licensed game that's not a platformer. It's enough to make you go "whooh-hoo"...until you realise that it's up to the usual poor standard of TV tie-ins. The game is a puzzler that barely uses the Inspector Gadget license at all - it might as well be Mr Magoo pushing around gems.

You have to push coloured gems around the screen to join three stones

together. When collected with two or more other like-coloured gems they'll then vanish and turn into coins or other helpful pickups like keys to access new areas of the screen.

The single player game's plot is that in his quest for power, the evil Doctor MAD has found a way to reach a total world domination. From his space station, he sends "Mindcrystals" to the Earth, diamonds that take control of anyone who approaches too close. Your



mission as Inspector Gadget is to dissolve the Mindcrystals in five different spots on the Planet within a strict time limit.

Fortunately, there are two multiplayer games - Battle or Co-operative. In the multiplayer modes up to eight can play, with a choice of characters including the

Inspector, his dog Brain, niece Penny and Chief Quimby.

There's some fun to be had with mates, especially with vindictive players who pinch each others coins, bash each other and move gems just as others were about to make a match.

Jason Hill

PlayStation OPINION

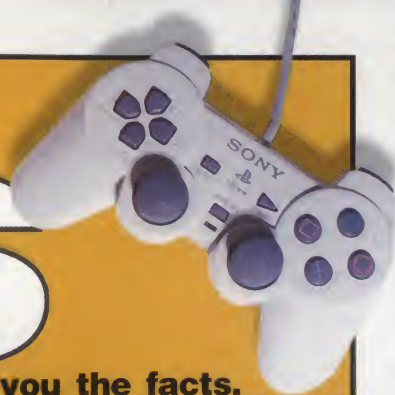
+ Well, um, I guess anyone who is a hardcore Inspector Gadget fan will get something from this game.

- The entire concept just seems to be brutally boring. Unfortunately as crap as the movie.

! It's difficult to fully express the pointlessness of this as an Inspector Gadget game. It make no real use of the gadgets that he is famed for. This is just a mediocre, generic title.

PSone Reviews

The *PSM* team crack open every PSone game and give you the facts.









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Duke Nukem Land of the Babes

everyone's favourite tough-talking, pig-killing meathead returns to the PSone in a blaze of glory. If you were worried that Duke would have to be toned down and be more politically correct, have no fear. As the title suggests, The Dukester is as much of a chick-pulling machine as he ever was. He gives us all hope (and fantastic adventure game).

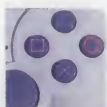
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the Rescue
- 51 3, 2, 1 Smurf!
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- 53 HBO Boxing
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PlayStation PERIPHERALS

-  2 player number of players
-  dual shock
-  memory card
-  steering wheel
-  gun
-  multitap

"The camera pans out from the girl's unfeasibly large breasts" 40

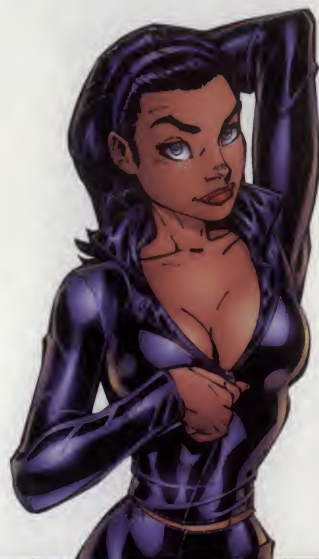




reviews DANGER GIRL

Publisher: THQ **Developer:** N-Space **Release Date:** Out now **Origin:** US **Style:** Adventure **Price:** \$79.95 (\$NZ99.95)

DANGER GIRL reviews



PlayStation INFORMATION

GRAPHICS ■■■■■■
GAMEPLAY ■■■■■■
LIFESPAN ■■■■■■

VERDICT

As comic-to-game conversions go, DG hits the spot with plenty of guns, gadgets and girls. But as an action-adventure game, it suffers from a lack of originality.

WHY NOT TRY:

Metal Gear Solid
Tomb Raider Chronicles
Syphon Filter 2

PSM 20 10/10
PSM 40 10/10
PSM 33 9/10



Danger Girl

More comic-book cleavage from the land of the babes thanks to Abbey and friends

free-roaming 3D adventure featuring curvaceous, gun-toting maidens, exotic locations, ancient artifacts and a sinister neo-Nazi organisation bent on world domination. Haven't we heard this one somewhere before? Damn right, but where Lara plays alone, *Danger Girl* gives you three bouncing babes to run along with.

Right from the intro it's obvious that developer N-Space is using sex to sell this comic-book conversion, as the camera pans out from the girls' unfeasibly large breasts. One objective in the first level is to locate some explosives and use them to destroy some of the bad guy's hardware, and you half expect Abbey Chase to pull out a kilo of Semtex from her bra, such is the rigidity of her

plentiful bosom. However, there's more to *Danger Girl* than boobs. N-Space is also responsible for *Duke Nukem*'s latest outing and the similarities between the pair (of games) are glaring. They share the same graphics engine and it's almost as if El Dook has saved Abbey and personally trained them in the ways of semi-automatic weaponry.

Depending on whether you're a fan of Mr Nukem, this is not necessarily a bad thing. As with *LOTB*, the game is combat-heavy but what saves *Danger Girl* from suffocating under its own seen-it-all-before padding is the variety of ways to take out the bad guys. There's a sneak button, a look button to target the unsuspecting with one-shot kills, bullet-dodging strafe buttons and good old-fashioned machine gun

battles. Add to this a handbag full of high-tech gadgetry, drivable vehicles, an acceptably loony plot, and DG has potential. Unfortunately there are too many flaws to elevate it into the Lara ranks. The grainy graphics are a disappointment, and the enemy's lacklustre AI is irritating. Worst of all, the girls' slow turning circles are an open invitation for henchmen to shoot you in the back.

Danger Girl is another uninspiring comic-book conversion that relies too much on its lead characters' ample chests for thrills and not enough on slightly-harder-to-achieve concepts like decent AI and gameplay.

Nick Ellis



WORLD WRESTLING FEDERATION



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WORLD WRESTLING FEDERATION



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Cyber Slaughter

Your weapons and armour get bigger, better and more brutal as you progress.



Duke Nukem: Land of the Babes

Captain Beefcake lands on Planet Woman for a mopping up exercise. So many chicks so little time...

With another none-too-subtle but thoroughly playable third-person action adventure, Duke Nukem, a tongue-in-cheek Arnie for the videogaming world, returns for his third outing on PSone.

It's hard to remain indifferent to the Duke and his testosterone-fuelled ways. On the one over-sized fist, there's enough chauvinistic claptrap within the game's storyline to have Duke lynched by 'the sisters.' On the other, he's from the same misguided stock as the chivalrous cyborg in Terminator 2, a sci-fi knight willing to

do anything to serve the (dis)honour of a lady and her offspring.

This time around, Ol' Dukeroonie has stepped into the warp machine to save a planet full of scantily clad young ladies from an invading force of merciless mutant animals. What follows is an action-packed romp around twelve carnage-laden levels, and while blasting beasts is the main occupation, there's also a healthy dose of exploring, puzzle-solving and secrets-ferreting.

It's easy to think the Dukester has been trawling the Web for dodgy versions of the Tomb Raider Movie trailer,

because he knows all of Lara's moves. Climb the ladder, backflip to a ledge, auto-target the baddie and drop through the vent to collect the secret; the influence of PlayStation's First Lady is all too apparent.

Yet he'd only ever have a walk on part in the straight-to-video title TR6: Lara Vs Aliens, let alone his own starring role. Mr Nukem



Publisher: OziSoft **Developer:** N-Space **Release Date:** March **Origin:** US **Style:** Action adventure **Price:** \$79.95 (\$NZ99.95)



“An action packed romp around twelve carnage laden levels”



Lady killers. Saving babes is numero uno on the list. Letting them die makes a terrible mess.



“The game’s a heavy metal dance of destruction blended with crass but self-mocking humour”



How to... Spot the Secrets



To enjoy the full repertoire of weapons and unlock all the cheats, you must hunt them out. The secret areas are often well hidden but the first level bonuses give you a fair idea of what to expect. Shoot the cracked wall by the gantries for an RPG.



After resetting the power, climb up the fence and then drop down to the bottom of the elevator shaft. Shoot out the transformer to reveal the Quest item.



In the power room with electric current flying all over the place, shoot out the vent in the wall between the computer banks and climb on in.



may have a big mouth but he’s not fit to wear Lara’s trousers - incapable of anything more than a clumsy aping of her gymnastic moves. Ah, but does Lara have a mini-gatling laser cannon with which to frag her enemies? No, because Lara is forever getting lost on the hunt for some missing key and encounters not a living soul for seemingly hours on end. What need would she have of a weapon that reduced mutant-hog-police-with-shotguns to well-cooked gammon steak in seconds? You gotta hand it to El Duko - he knows where it’s at when it comes to packing a big

load. The game’s a lot shorter than the average action-adventure, but the instant kicks sure are a lot harder.

Kicks that include the Energy Weapon which spews forth molten Kryptonite, the Freezer which makes shatterable statues of the baddies, and the Shrinker which reduces the enemy to the size of a small rabbit so you can squish them underboot. Big, brash weapons - we love ‘em.

Although levels may be small, they’re well varied, ranging from space ports to shark-infested underwater streets. They also contain secret areas. Locate these and you’ll be rewarded with yet more weapons or Quest items which unlock cheats that are either useful or downright silly, but either way are sufficient to entice you back for a second helping.

Duke Nukem is likeable for the same reasons it’s okay to like AC/DC. The game’s a heavy metal dance of destruction blended with crass but self-mocking humour and the end result, while graphically inferior to the likes of Resident Evil and not on the

same scale as the Tomb Raiders, is a satisfying and entertaining, combat-based adventure. Duke is will forever be B-Grade but we still love his womanising ways. For those about to rock, we Dook Nook you.

Nick Ellis

PlayStation INFORMATION

GRAPHICS
GAMEPLAY
LIFESPAN

8 **VERDICT** Love the Dukester or loathe him, this game provides highly playable and fast-paced explosive action - the staple diet of any adventure game.

WHY NOT TRY:

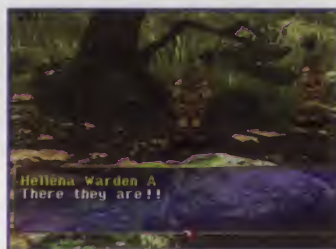
Tomb Raider Chronicles
Duke Nukem: Time to Kill
Tomb Raider TLR

PSM 40 10/10
PSM 15 8/10
PSM 29 10/10





Smooth Views. One thing that *Legend of Dragoon* can boast to is pleasantly rendered background scenery



Legend of Dragoon

Legend of Dragoon has been floating around, on various consoles, for generations but it still has some hard lessons to learn about quality RPG-ing

From the start, there's something awfully, cringe-inducingly familiar about *Legend Of Dragoon*. The intro sequence is a flowy, showy mass of colourful FMV depicting swords, sorcery and a spiky-haired hero who looks like he's got a few inner demons to wrestle with. Then, as dramatic quotes drift over the top of the action, lending an air of false import to the proceedings, you realise that this is a picture-perfect Final Fantasy intro. Hmm, such shameless cloning is surely courting controversy, if not legal action. But let's brush our first impressions aside for a second, and

concentrate on the game. What's it really like?

It's (cough) a picture-perfect Final Fantasy clone - or rather, it's a picture imperfect Final Fantasy clone. It goes something like this: our hero chunters around in some pre-rendered environments, duffs up randomly appearing monsters, and acquires experience in the process. Cash buys weapons, potions and spells from traders, and magical items can be found which enhance your abilities. As the game goes on, a lengthy, good-versus-evil storyline unfolds, and more characters, of all different classes, are added to your

party. It's a winning formula, as the Final Fantasy series has proved time and time again, so why not reproduce it?

Here's why not. Unless you're going to do something new or different or remarkable with a formula, then it's nothing better than a poor copy. *Legend Of Dragoon* lifts elements wholesale from Square's RPGs, and those it doesn't, it has the tendency to tarnish with shoddy workmanship. The idea of developing a grandiose RPG must have appealed as, done properly, they sell by the bucketload, but all

LEGEND OF DRAGOON **reviews**

Publisher: Sony **Developer:** Sony **Release date:** Out now **Origin:** Japan **Style:** RPG **Price:** \$79.95 (NZ\$99.95)



reviews LEGEND OF DRAGOON



this does is regurgitate what we've seen done better in the past.

Legend Of Dragoon stumbles over the kind of low-slung obstacles that Final Fantasy learned to leap over years ago. Take the bad translations: as comic as it may seem, you don't say to the evil git who's just burnt your village, friends and family to the ground, "Hey! You crazy guy," and then launch into battle. It's just daft. How can you expect people to sympathise with your characters' emotional states when they're waxing idiotic?

The one aspect that's really special about Legend Of Dragoon is the use of combat abilities. As your character attacks, you can stack up the blows by pressing **X** again at the crucial moment. These skill - known as additions - are upgraded the more you use them, and characters learn new ones as they rise through the levels. Of course, each addition has its limits - you can't go on stacking up the

blows ad infinitum - but the fact that you have some say in how well your fighters fare in combat is a welcome move.

It's not enough, though. The game's still irredeemably lacklustre in almost every department. Although the pre-rendered backgrounds are pretty enough, the characters in your party and the baddies they fight are bitty, jaggy things that become little more than seedy pixel-loaves when the camera zooms out. The animations are unrefined, combat grinds along like there's sand in the cogs, and selecting commands from the in-combat menu doesn't offer a beep or toot of confirmation. When you're in the thick of combat and don't know whether you've just ordered your men to dive into battle or blow their noses, you get a sense of what a problem it can be.

In the end, it just doesn't cut the mustard. If you can chop your expectations off at the knees then you may just enjoy parts of Legend Of Dragoon.

AI Bickham

"It's the picture imperfect Final Fantasy clone."

PlayStation INFORMATION

GRAPHICS
GAMEPLAY
LIFESPAN

5 **VERDICT** For RPG, read "role-playing guff." It's like a bad photocopy of Final Fantasy except they only managed to capture the arse. Fans of Square RPGs, stay away.

WHY NOT TRY:

Final Fantasy VII
Final Fantasy VIII
Final Fantasy IX

PSM 6 10/10
PSM 28 10/10
PSM 41 9/10

1



Brilliant graphics try very hard to cover dodgy gameplay but ultimately fail.



How to... Perform Additions

That's the combat type, not the mathematical variety. Although we have trouble enough with those...



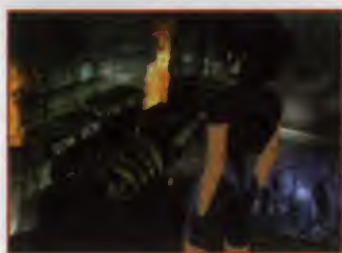
Select the attack option from the pop-up combat menu. As everything's turn-based, you may have to wait for your character to get boshed first.



A square target box will appear around your foe - hit **X** when this glows white to get the first of your blows in. Tasty.



To make additional attacks, you'll need to hit **X** as the target box glows white again.



2D perfection.
The look of the characters is very anime-ish and cartoony. The girls may be flat but they're still rounded where it counts.



Fear Effect 2: Retro Helix

The anime-niacs are back to kick some more butt and this time they've brought a friend.

Even in these days of customer service and being stuck in endless corporate phone systems, complaining can still get you places. I once found a lump of pure flavouring in a packet of chips. Off went the chunderous nugget in a sandwich bag, accompanied by a curt letter of complaint to the manufacturer. Two weeks later, the postie knocked on the door and presented me with an entire box of chips, with two dozen bags of top munchy material contained within. More importantly, I also received a letter of profuse apology, and a guarantee of future quality. Top one! As a

result, I'm still a customer.

So when the Kronos developers sat down to work out what went wrong with Fear Effect, they'd obviously been listening to people's criticisms. The main two were that the Resi-clone was too tough in the boss department, and that loading times were so thumb-twiddlingly long that people were becoming addicted to their all-too-frequent between-level tea breaks.

Kronos has taken these problems and eradicated them, plain and simple. The way the game plays, you'd think that it was working off the solid ROM of a cartridge rather than the often ponderous medium of the compact

disc - the loading times are barely noticeable. Moreover, when you reach the end of a 'chapter' and are faced with a munting great boss, you're in with a much better chance than before. You still have to work out just how to defeat them, but at least you feel you've got a chance.

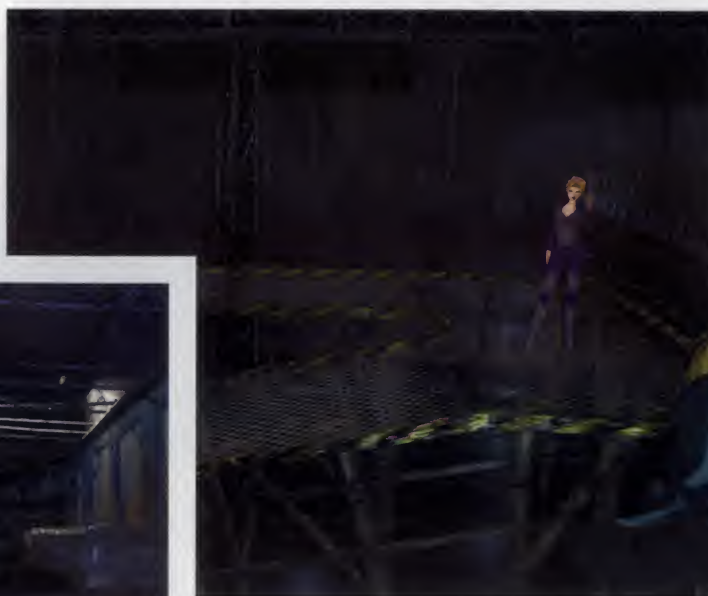
What about the rest of the game? For starters, it looks simply dreamy. Kronos has again employed its MotionFX engine, which brings animation to Retro Helix's already grand-looking, pre-rendered back-



Publisher: Eidos **Developer:** Kronos **Release date:** Out now **Origin:** US **Style:** Action adventure **Price:** \$79.95 (\$NZ99.95)



reviews
FEAR EFFECT 2



Gettin' juggy wid' it. Hana's not backwards in coming forwards, and is all too willing to give the boys an eyeful.

"You still have to **work out** how to defeat the **bosses** but at least you have a **chance**."

grounds with puffs of steam, creepy shadows and other atmospheric effects. The four controllable characters are well-conceived and nicely animated, but it's their anime styling, and that of the non-player characters, that's the real icing on the visual cake. It doesn't just look good, though. Hook your PlayStation up to a decent hi-fi, and Retro Helix sounds nothing short of spectacular, replete as it is with atmospheric background effects, tense themes and crystal-clear speech.

The game's finest moments are to be found in its uncommonly cerebral puzzles. Alright, so it's got its fair share of standard door-and-key puzzles, even if they do tend to be more complex and multi-stage than the kind most games throw at you, but many of them require a dose of logical thought to complete. You have to analyse the data you're presented with which may, for example, involve a numerical or alphabetical key-sequence. You're given the tools to do the job, and once you've cracked it, you feel a real sense of achievement.

Things aren't all roses though; enjoyable as the game is, it still suffers

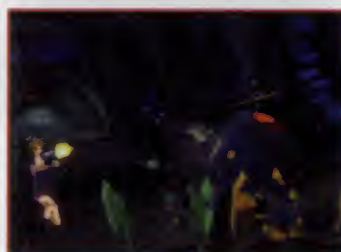


from a few thorns. The worst of these is the frustration factor. Although the game's control system is excellent, it's dead easy to be misled by the tardy targeting system; it's not a problem most of the time as you can generally line up your weapons by eye, but the fact is, in the larger in-game environments, your enemy can often crack off a few rounds before you've even drawn a bead.

The other main bugbear looms when you've completed all the puzzles in an area except one, and access to the next level is blocked until you crack it. You'll often find yourself backtracking through interminably familiar, and empty, screens until you find what you're looking for.

Still, a few niggles don't amount to failure. The game's structure is sound, progressing through the levels isn't the fits-and-starts experience that Fear Effect taunted you with, and besides, there's too much innovation and originality here to simply ignore. It's stylish, engaging and enjoyable, and the format is familiar enough to just jump in and get cracking. An improvement in almost every way.

AI Bickham



PlayStation INFORMATION

GRAPHICS
GAMEPLAY
LIFESPAN

8
VERDICT

Fear Effect 2: Retro Helix is a top quality survival horror romp with action and adventure in spades, marred slightly by a couple of minor niggles.

WHY NOT TRY:

| | |
|-------------------------|-------------|
| Dino Crisis 2 | PSM 39 9/10 |
| Syphon Filter 2 | PSM 33 9/10 |
| Resident Evil 3 Nemesis | PSM 30 9/10 |



How to... Crack a Mensa puzzle

Retro Helix has great puzzles. This one's an apparently simple case of matching the two shapes...



The shape on the left is the example, and the one on the right is the one you have to alter. You must stretch eight separate points in turn until you've matched the example.



Once the shapes match, one overlays the other and the code is cracked. You'll have to do this six times to open a security door.



The trickiest ones are simple shapes that have been skewed to an angle. Each of the eight alterable points can be pulled in four directions - that's a lot of room for error!





Publisher: Sony **Developer:** 3DO **Release Date:** Out now **Origin:** US **Style:** Shooter **Players:** Two **Price:** \$79.95 (NZ\$99.95)



World Destruction League: Thunder Tanks

If you thought that reality television was already bad enough just take a look at the horrific future.

Thunder Tanks is built around a futuristic TV show where viewers watch high-tech vehicles blow each other up. But for all the screeching hyperbole from the musclemen hosts, there's no escaping that it's merely Robot Wars on a grander scale. And much like television's weekly slice of mechanical destruction, the 3DO game barely lasts thirty minutes before the mind starts to wander.

You select a tank and driver from the smudgy menu screen and embark on a series of confrontations within walled locations based on US cities. Tasks, which include collection and killing sprees, duly unfold but they all involve trundling around or blowing up everything in sight - a lack of variety that finally snuffs out all interest. Blistering action would have helped but the lack of pace means you drift through the game rather than actively engage with it.



Bland-looking tanks meander about aimlessly, only picking a fight if they stumble across the player. Even then they let you get in a couple of cheap shots first.

Thunder Tanks' vehicles may be able to brew up some fiery explosive effects, but this is the only high point in a game that shoots blanks from start to finish.

Steve Merrett



4 VERDICT An insipid combat title that has neither the pace nor the explosive action we demand. Poor enemy AI and sluggish controls.

Publisher: Jack of all Games **Developer:** Runecraft **Release Date:** Out Now **Origin:** US **Style:** Shooter **Players:** Two **Price:** \$79.95 (\$NZ99.95)



Spec Ops: Ranger Elite

No, not the world's first corrective-eye-surgery 'em up but staring at this game will cause blindness.

Tracer fire lights up the sky like fiery, sulphurous spittle from the barking gob of Beelzebub. Burning lead slugs hammer through your rib cage, tearing flesh and bone apart. Your horrible, crimson guts bubble out through a hole in your back. Sir-yes-sir, it's just another day in the US Army Rangers - the rough, tough hombres you get to join in Ranger Elite.

Firmly entrenched in the stealth

camp, Ranger Elite is a third-person shoot 'em up that sees you leading a two-man team into increasingly hostile situations. You kick off by picking your duo from a line-up, and having browsed the mission objectives, you'll know whether you'll be needing a close-quarters combat expert, grenadier or sniper. Once you have your men you'll need to equip them from an arsenal of guns, ammo and explosives.

You control your team by switching



between its members, and issuing orders to your computer counterpart. You can, in theory, ask your partner to lay down covering fire while you defuse a bomb. Unfortunately, because the computer-controlled character only responds to orders occasionally you usually have to kill the enemy yourself and then carry out your mission objec-

tives. Most missions can still be completed even if your idiot comrade bites the bullet, making the whole team aspect largely redundant. The co-operative Two-Player Mode works better, and is easily the game's best feature, but only highlights the single-player game's inadequacy.

Paul Rose

3 VERDICT Ranger Elite is a deeply flawed stealthy soldier sim that is no improvement on its predecessor.

KICK
ME



www.au.scee.com

Poor old Crash, everybody's after him. If you play as Crash or even against him, you are in for one hell of a free-for-all. You and three friends must drive tanks, fly saucers and ride polar bears whilst trying to annihilate each other. Fighting, pushing, cheating – whatever it takes – must be used to emerge victorious and be crowned champion. You can even kick.



G

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reviews ROUNDUP

Publisher: Ubi Soft **Developer:** Opus **Release date:** Out now **Origin:** US **Style:** Beat 'em up **Players:** Two **Price:** \$69.95 (SNZ 89.95)



Ultimate Fighting Championship

PSM enters the dangerous world of cross-competition martial arts to bring you this special report.

They should make a school-yard fighting game. There'd be no rules and a ring of students around the action screaming "fight, fight, fight". There's nothing as brutal as a playground punch-up...or is there?

Ultimate Fighting Championship is the world's premier mixed martial arts event. Real-life UFC features full-contact, freestyle fighting, so contestants can get it on in the ring using any fight-

ing style they like. There's the likes of Jiu-jitsu, Sumo, Kick-Boxing, Karate and Drunken Pub Brawling all rolled into one. It's a million miles away from WWF. So how brutal do you want it?

The game features twenty-two real-life fighters and attempts to recreate this outrageously violent "sport". Because *UFC* is real it doesn't play like a wrestling game. Neither does it play like a beat 'em up. In fact, the end result is an uninspiring mix of the two.



The solo game requires you to pick your fighter and kick, punch and grapple your way to the top. Bouts are brief and brutal, strategy required no more complex than pounding your opponent into submission. The startling spectacle of seeing one combatant squatting over his opponent, repeatedly punching him in the face, is one that will be treasured.

With 3000 moves, and 1200 combos, spread across thirty-odd martial arts disciples, you can be sure that your route to the championship will be different every time. However, though the repertoire of moves is commendable, the button combos are all rather similar.

Paul Rose and Jason Hill

5 VERDICT Slips through the gap as it attempts to straddle the worlds of wrestling and beat 'em up. Generally uninspiring.

Publisher: Sony/Disney **Developer:** Argonaut **Release date:** March **Origin:** US **Style:** Platformer **Player:** One **Price:** \$69.95



The Emperor's New Groove

"For every new Disney movie there shall be a licensed video game," so says Walt's last will and testament

It's no surprise there's a new PSone game to coincide with Disney's latest movie. And it's no surprise that it's a 3D platformer. What might come as a shock is that it's actually pretty good fun.

The game loosely follows the events of the film, which sees a cynical Incan emperor turned into a llama. He soon discovers a dim-witted herder called Pacha, and the unlikely pair share the

adventure together.

Four-legged Kuzco has a good selection of moves, including jumping, karate kicking, punching with his legs, running, ramming and of course, spitting! The llama's skills are slowly taught to the player in the opening levels.

It's no challenger to *Spyro*'s latest outing but the developers have also included plenty of different gameplay challenges. There's plenty of roaming around collecting objects like coins to



open doors, but there's also simple puzzles to solve, racing, fighting bosses and (first-person mode) shooting/spitting. Kuzco is also magically transformed into a turtle and rabbit during the game. As they trek through villages, jungles and down rivers, players will prove a tortoise is faster than a hairy man, play tag with a chipmunk, outrun a pack of big cats

and float down a river tied to a log.

Level requirements are fairly straightforward, which is appropriate for the target audience, but sharper players are presented with some challenge thanks to secrets to discover and the ability to replay levels to try and collect all the items.

Jason Hill

7 VERDICT Good to see a kid's game that's not hastily released and second-rate. Young Disney devotees will love it.



Publisher: OziSoft **Developer:** Eidos/Crystal Dynamics **Release Date:** Out now **Origin:** US **Style:** Action Adventure **Players:** One **Price:** \$69.95 (SNZ\$89.95)



102 Dalmatians: Puppies to the Rescue

Another Disney movie, another licensed game. Does this one have what it takes or is it barking up the wrong tree?

Thankfully, *102 Dalmatians* is only based on the characters from the recent Disney film and its cartoon spin-off, as opposed to the movie's 'plot,' so we are at least spared cut-scenes of Glenn Close and images of cute puppy dogs. Sadly, that's all there is to be grateful about in Crystal Dynamics' pot boiler, as everything else is as trite as the film it shares a name with.

Allegedly a 3D-exploration title, play-

ers select one of two Dalmatians to scamper around levels that look chunkier than a home-knitted jumper. The evil Cruella De Ville has packaged up the remaining hundred dogs to be turned into a ready-to-wear garment, but stupidly left the animals in containers around twenty park, ice, and other equally clichéd levels, all of which are patrolled by henchmen and foes. Thus, *102 Dalmatians* boils down to freeing the stricken dogs, avoiding capture and mar-



velling at how such a tedious idea could be realised so drably. The sparse levels are explored at a pedestrian pace that will bore even the youngest players, and the only surprise is they hold no surprises. So despite 102 of the spotted blighters vying for attention, it's the gameplay itself that's the biggest dog.

Steve Merrett



4 VERDICT A lacklustre and unimaginative run-around that lacks energy, invention and variety. Although aimed at younger players.

Publisher: Infogrames/Ozisoft **Developer:** Artificial Mind **Release date:** Out now **Origin:** US **Style:** Kart racing **Players:** Two **Price:** \$69.95 (SNZ\$89.95)



3, 2, 1, Smurf! My First Racing Game

Kart racing seems to be the current fad for cartoon-licensed game. Can the Smurfs beat Crash?

Smurfs- strange little blue creatures with floppy hats. The hippies of the cartoon world, they all live together in a bizarre extended family, having a Smurfin' good time, apparently. They're probably all in-bred, which is why they all look and sound the same (except Smurfette, who's strangely never pregnant). According to this game, they also like nothing better than jumping in their karts and blow-

ing each other up.

You can drive as one of twelve Smurfs, each with their own personally-attuned vehicle. But the difference between them is negligible, so your choice is largely down to which one you find the most appealing (or least annoying). There are a number of tracks, but aside from differently placed turns, each course is exactly the same.

The controls are responsive, but



the lack of a powerslide button in a kart racer is unforgivable, robbing the game any excitement whatsoever. Worse, you often bump into corners you simply can't see, and the dodgy collision detection makes driving near walls impossible as an invisible barrier seems to be protecting them. We'd love to hear the developers explain

why this makes the game kid-friendly, because we were shouting obscenities on every Smurfin' lap. Even the most dedicated Smurfs fan will want to avoid this tragedy. Just pretend it doesn't exist. The sorry truth is that there really is Smurf all to recommend about it.

Jason Hill and Craig Pearson

4 VERDICT Were this a child's first racing game they'd be so traumatised it'd also be their last. Stick with the Muppets or Crash.





Publisher: Sony **Developer:** Namco **Release date:** March **Origin:** Japan **Style:** Gun shoot 'em up **Players:** Eight **Extras:** G-Con, **Price:** \$69.95 (\$NZ89.95)



Point Blank 3

G-Con games are great for a quick blast and this cartoony series seems to get better each time.

atten-Shun! Troops, as you are well aware, *Project Titan* has been AWOL for many months. Well, there's no lollygagging around in this man's army. We want you to sharpen your skills on *Point Blank 3*. And if that new recruit ever does show his face around here, we can blow it to kingdom come.

The game offers plenty of challenge for those looking to get more out of their G-Con. There are five different playing modes to choose and a whopping eighty mini games, each with a different task to complete.

The shooting games include levels in which you protect the hapless doctors, shoot bad guys, tense William Tell-like single shots, mow down moving or still targets, relentless rapid fire, and more of those wonderful brain teasers.

Many of the games are only slight variations on what we've seen before, but there are some great levels, like a beat 'em up level complete with Tekken music and "KO" voice-over. Other classics include shooting playing cards that have the highest value, matching animal

faces to their bottoms, shooting clocks with the correct time and a wonderful G-Con version of Galaxian for retro fans.

Impressive statistics and a wide variety of challenges keep solo players interested for longer than you'd expect from a gun game, but it's when you invite mates around that you'll get the most from *Point Blank 3*. Knockout four-player tournaments are a lot of fun, with the

rapid fire games hilarious and the precise shots a real test of nerve.

Whether you want a party game or just want to brush up on your commando technique, *Point Blank 3* is a fun little game. But there isn't really much new here, so those tiring of the series or players unimpressed by its predecessors should keep their guns in their holsters. At ease, gentlemen.

Jason Hill

7 VERDICT Another hilarious set of shooting gallery games. It won't appeal to everyone, but will liven up a dull party.

Publisher: Sony **Developer:** Blitz Games **Release Date:** Out now **Origin:** US **Style:** Action adventure **Players:** One **Price:** \$69.95 (\$NZ89.95)



Action Man: Destruction X

Time to slip on those blue plastic pants again and take on the evil might of Dr X.

eagle-eyes is back, pitting strength and wits against members of an environmentally-unfriendly underworld led by arch-villain Dr X. Like the first Action Man game, this title blends third-person adventuring with Grand Theft Auto-style action on land, sea and air. With a target audience of under-tens, Action Man provides little in the way of a challenge but at least Blitz has made an attractive and fairly

playable game for ol' scarface.

Each level has four varied missions that manage to feature most of the Action Man vehicles, equipment and spare trousers that currently adorn toyshop shelves. But as well as showing off his wardrobe, our hero gets down to some bounty hunting - charging around after criminals and using a grappling hook to reel them in for arrest. Action Man is more New Man these days as he prefers to detain his foes rather than

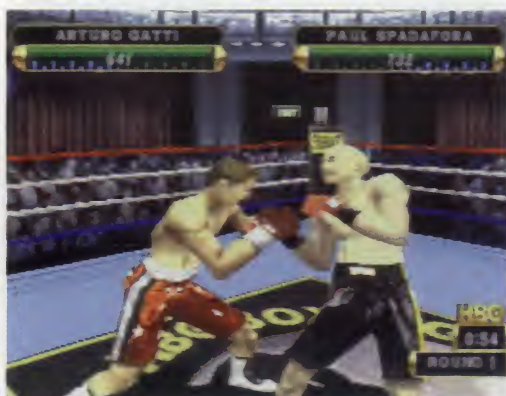
slaughter them in a crimson haze of M-16 fire.

Unfortunately Destruction X is far too easy. It's harder to fail a mission or run out of health than it is to beat a level. There's plenty of fun to be had here, but even eight-year-olds will wonder why it's so easy to complete.

Nick Ellis



6 VERDICT Casting aside the fact that *Destruction X* is little more than an interactive toy advert, the game is quite fun.



Publisher: Acclaim
Developer: In-house
Release date: Out now
Origin: US
Style: Boxing sim
Players: Two
Price: \$69.95 (SNZ89.95)

HBO Boxing

LBO Boxing is an attempt to marry a Knockout Kings-style sim and the arcade action of Ready 2 Rumble. There are some good touches - injuries can be fixed up at the bell, you can create your own pay-per-view night of boxing, and your fighter's confidence is plotted on screen. There's also the usual Create-A-Fighter mode to add longevity. But the line-up of near-legendary fighters (anyone that hasn't been signed by EA) all jab and

cross with the skill and dexterity of rhinos. Winning is all about putting your massive special punches and combos on target. You shuffle into place, raise your defenses, wait for an opportunity to pounce, then repeat to fade. The game's a decent attempt despite its woeful controls and speed, but simulation fans can't go past Knockout Kings 2001, and those looking for a quick and dirty fighter should pick up Ready 2 Rumble.

Jason Hill

5 VERDICT It's not entirely punch drunk, but gets belted out of the ring in the first round by the opposition.



Publisher: Sony
Developer: Namco
Release date: March
Origin: Japan
Style: Soccer sim
Players: Two
Price: \$69.95 (SNZ89.95)

Libero Grande International

On the eve of the release of ISS Evolution 2, probably the most anticipated game of all time at PSM Towers, comes the most realistic soccer game of all time. But is it any good? Nah. Just as in real soccer, you control only one man on the field. It's realistic, but there's no beating the absolute control you get with the likes of ISS. Choosing the right player to start the beginning of a season or cup is crucial. If you're a striker, you're forever begging your

untalented teammates to hurry up and kick you the ball. And even when you've got the ball, scoring is ridiculously difficult. Being an attacking midfielder is the only position that keeps you in the game, but even then you still have to frantically press the command buttons to instruct your teammates what to do. If you have to get involved in every move, you might as well play a superior game where that comes as standard. Games are supposed to be all about involvement and skill. **JH**

4 VERDICT A sports videogame has rarely been so dull. It's realism to the point of stupidity.

In recent issues

| name | issue | score |
|--|--------|-------|
| 007 Racing | PSM 41 | 5 |
| Action Bass | PSM 40 | 2 |
| Army Men: Air Attack 2 | PSM 41 | 5 |
| Army Men: Sarge's Heroes 2 | PSM 41 | 2 |
| Blade | PSM 41 | 6 |
| Bugs and Taz: Timebusters | PSM 41 | 7 |
| Castrol Honda VTR | PSM 41 | 6 |
| Championship Motocross 2001 featuring Ricky Carmichael | PSM 41 | 6 |
| Chicken Run | PSM 41 | 7 |
| Crash Bash | PSM 40 | 8 |
| Dancing Stage Euro Mix | PSM 41 | 5 |
| Digimon World | PSM 40 | 7 |
| Disney's Aladdin In Nasira's Revenge | PSM 40 | 6 |
| Donald Duck: Quack Attack | PSM 41 | 6 |
| Driver 2 | PSM 39 | 10 |
| Ducati World | PSM 41 | 8 |
| ECW Anarchy Rulz | PSM 39 | 6 |
| ESPN Great Outdoors | PSM 40 | 4 |
| F1 Championship Season 2000 | PSM 39 | 8 |
| FIFA 2001 | PSM 41 | 7 |
| Final Fantasy IX | PSM 41 | 9 |
| Flintstones Bedrock Bowling | PSM 40 | 1 |
| Freestyle Motocross: McGrath Vs Pastrana | PSM 41 | 6 |
| Football Manager 2001 | PSM 39 | 6 |
| Formula One 2000 | PSM 39 | 9 |
| Harvest Moon: Back to Nature | PSM 41 | 6 |
| Hello Kitty's Cube Frenzy | PSM 41 | 7 |
| Incredible Crisis | PSM 40 | 6 |
| Jungle Book Groove Party | PSM 40 | 7 |
| Knockout Kings 2001 | PSM 41 | 8 |
| Landmaker | PSM 40 | 9 |
| Looney Tunes Racing | PSM 41 | 4 |
| Madden 2001 | PSM 39 | 9 |
| Medal Of Honor: Underground | PSM 40 | 9 |
| Mike Tyson Boxing | PSM 40 | 5 |
| Mr Driller | PSM 39 | 8 |
| Monster Rancher | PSM 39 | 8 |
| Moto Racer World Tour | PSM 39 | 7 |
| Ms Pac-Man Maze Madness | PSM 40 | 8 |
| MTV Pure Ride | PSM 40 | 4 |
| MTV Sports: Skateboarding | PSM 40 | 5 |
| Muppet Monster Adventure | PSM 39 | 6 |
| NBA Live 2001 | PSM 41 | 8 |
| NHL 2001 | PSM 41 | 8 |
| Rampage Through Time | PSM 41 | 3 |
| Ray Crisis | PSM 40 | 7 |
| Ready 2 Rumble Boxing: Round 2 | PSM 41 | 7 |
| Reel Fishing 2 | PSM 41 | 4 |
| Sheep | PSM 41 | 6 |
| Spyro: Year Of The Dragon | PSM 40 | 10 |
| Star Wars Demolition | PSM 41 | 5 |
| The Grinch | PSM 41 | 7 |
| The Mummy | PSM 41 | 4 |
| The Road to El Dorado | PSM 41 | 5 |
| The World is Not Enough | PSM 41 | 7 |
| This Is Soccer 2 | PSM 40 | 6 |
| Tiger Woods PGA Tour Golf | PSM 41 | 6 |
| Tomb Raider Chronicles | PSM 40 | 10 |
| WCW Backstage Assault | PSM 41 | 6 |
| Woody Woodpecker Racing | PSM 41 | 3 |
| WWF SmackDown 2: Know Your Role | PSM 40 | 8 |





01 Spiderman



02 Rayman 2



03 The World is not Enough



top 40 games

Tony Hawk's holds the number one position again this month, with mate **Dave Mirra** joining him in third position. **TOCA** slipped two spots.

| POS | NAME | DEVELOPER | DISTRIBUTOR |
|-----|----------------------------------|---------------------|-----------------|
| 1 | Tony Hawk's Pro Skater 2 | Neversoft | Activision |
| 2 | Driver 2 | Reflections | Ozisoft |
| 3 | Dave Mirra Freestyle BMX | Z-Axis | Acclaim |
| 4 | Spyro: Year Of The Dragon | Insomniac Games | Sony |
| 5 | TOCA World Touring Cars | Codemasters | Ozisoft |
| 6 | FIFA 2001 | EA Sports | EA |
| 7 | The World Is Not Enough | Black Ops | EA |
| 8 | Sydney 2000 | Attention To Detail | Ozisoft |
| 9 | Rayman 2 | Ubi Soft | Ubi Soft |
| 10 | Spider-Man | Neversoft | Activision |
| 11 | Muppet Monster Adventure | Traveller's Tales | Sony |
| 12 | WWF SmackDown | Yukes | THQ |
| 13 | Cricket 2000 | EA Sports | EA |
| 14 | Croc 2 | Argonaut Games | Fox Interactive |
| 15 | Muppet RaceMania | Traveller's Tales | Sony |
| 16 | Tomorrow Never Dies | Black Ops | EA |
| 17 | Championship Bass | Pai | EA |
| 18 | Crash Team Racing | Naughty Dog | Sony |
| 19 | Syphon Filter 2 | 989 Studios | Sony |
| 20 | Metal Gear Solid (Platinum) | Konami | Ozisoft |
| 21 | Moto Racer World Tour | Sony | Sony |
| 22 | NBA Live 2001 | EA Sports | EA |
| 23 | Formula One 2000 | Studio 33 | Sony |
| 24 | Colin McRae Rally 2.0 | Codemasters | Ozisoft |
| 25 | Moto Racer | Delphine | Sony |
| 26 | Tenchu 2 | Acquire | Activision |
| 27 | Chase The Express | Sugar & Rockets | Sony |
| 28 | MediEvil 2 | Sony Interactive | Sony |
| 29 | Need For Speed: Porsche 2000 | EA Sports | EA |
| 30 | Monster Rancher | Tecmo | Sony |
| 31 | The Little Mermaid 2 | Disney | Sony |
| 32 | Jungle Book Groove Party | Disney | Sony |
| 33 | Pac-Man's World | Namco | Sony |
| 34 | Gerry Lopez Surf Riders | Sunsoft | Ubi Soft |
| 35 | Tomb Raider: The Last Revelation | Eidos | Ozisoft |
| 36 | Madden NFL 2001 | EA Sports | EA |
| 37 | Driver (Platinum) | Reflections | Ozisoft |
| 38 | Star Wars: Jedi Power Battles | LucasArts | EA |
| 39 | Supercross 2000 | EA Sports | EA |
| 40 | Parasite Eve II | Squaresoft | Sony |

The **PSM** Top 40 provided by Inform

coming soon >>>>

At the time of going to press, this is the definitive list of upcoming releases. Please bear in mind that making videogames is a volatile process, so release dates slide backwards faster than someone running to the bathroom after a hot curry. Please phone your local retailer to check the game is in stock before you go shopping.

| March | | | Mid 2001 | | |
|--------------------------------|-------------------|-------------------|--------------------------------|---------------------|------------------|
| Ballistic | THQ | Puzzle | Alone In The Dark 4 | Infogrames | Action adventure |
| Buzz Lightyear Star Command | Activision | Action adventure | Motocross Mania | Jack Of All Games | Racing |
| C-12: Final Resistance | Sony | Action adventure | Wild Thornberries | Mattel | Action adventure |
| Digimon | Infogrames | Virtual Pets/RPG | World's Scariest Police Chases | EA | Driving |
| Duke Nukem: LOTB | Infogrames | Action adventure | Late 2001 | | |
| Emperor's New Groove | Sony | Platformer | Arc The Lad Collection | Working Designs | RPG |
| ESPN Fisherman's Bait 3 | Konami | Fishing | Asterix Crazy Olympics | Infogrames | Arcade |
| Fear Effect 2: Retro Helix | OziSoft | Action adventure | Baldur's Gate | Interplay | RPG |
| Formula One 2001 | Sony | F1 racing | Batman: Gotham City Racer | Ubi Soft | Racing |
| Freestyle Scooter | Ubi Soft | Scooter racing | Billabong Pro Surfer | Mattel/Sony | Surfing |
| Libero Grande 2 | Sony | 3D action | Black & White | Midas | God |
| Lion King 2 | Activision | Action adventure | Buffy The Vampire Slayer | Fox/EA | Action adventure |
| LMA Manager 2001 | OziSoft | Sport | Bust A Groove 2 | Enix/Sony | Dancing |
| Mat Hoffman's Pro BMX | Activision | BMX | Cool Boarders 2001 | Sony | Snowboarding |
| MTV Sports: TJ Lavin's BMX | THQ | Sport | Daffy Duck | Infogrames | Action adventure |
| Panzer Front | Jack Of All Games | Action adventure | Dance Dance Revolution | Konami | Dancing |
| Point Blank 3 | Sony | Shooting | Dragon Warrior VII | Enix | RPG |
| RC Assault With Battery | Mattel | Racing | Earthworm Jim 3D | Shiny/Interplay | Platformer |
| Rugrats In Paris | THQ | Action adventure | Eternal Eyes | Sunsoft | RPG |
| Simpsons Wrestling | EA | Cartoon wrestling | Evil Dead | THQ | Scare 'em up |
| Supercross 2001 | EA | Motocross | F1 Racing Championship | Ubi Soft/JOAG | F1 racing |
| The Emperor's New Groove | Sony | 3D Adventure | F1 World Grand Prix 2000 | Eidos | Racing |
| The Mummy | Konami | Action adventure | Formula One 2000 | Midway | Racing |
| Toy Story 2 Racer | Activision | Kart racer | GTA: Miami | Take 2/JOAG | Car adventure |
| Time Crisis: Project Titan | Namco | Shooter | Jet Rider 3 | Rage/Sony | Racing |
| UEFA Manager 2001 | Infogrames | Soccer management | Joe Blow | Take 2/JOAG | Platformer |
| Vanishing Point | Acclaim | Racing | King of Fighters '99 | Agatec | Fighting |
| Woody Woodpecker Racing | Konami | Kart racing | Mike Stewart Boarding | Midas | Bodyboarding |
| April | | | Monster Force | Konami | Action |
| Batman Over Drive | Ubi Soft | Action adventure | Motocross Mania | Jack Of All Games | Motocross |
| Formula One 2001 | Sony | Racing | Motorhead 2 | Infogrames/Ozisoft | Futuristic racer |
| Goofy's Fun House | Jack Of All Games | Action Adventure | PGA Golf 2001 | EA Sports | Golf |
| Hidden and Dangerous | Jack Of All Games | Action adventure | Planet Of The Apes | EA | Action adventure |
| Inspector Gadget | Ubi Soft | Action adventure | Rollerball | MGM/EA | Futuristic sport |
| Kiss Pinball | Jack Of All Games | Pinball | Shane Warne Cricket 2000 | Codemasters/Ozisoft | Cricket |
| Lemmings Revolution | Jack Of All Games | Strategy | Scooby Doo | THQ | Action adventure |
| Martian Gothic: Unification | Jack Of All Games | Action adventure | Simpsons Bowling | EA | Bowling |
| Rainbow Six: Rogue Spear | Jack Of All Games | Action adventure | Speed Freaks 2 | Funcom/Sony | Kart racer |
| Sheep Dog 'N' Wolf | Infogrames | Adventure | Team O'Neill Pro Surfer | Mattel | Surfing |
| Time Crisis: Project Titan | Sony | Shooting | Test Drive 6 | Infogrames/Ozisoft | Racing |
| VIP | Jack Of All Games | Action adventure | Tin Tin | Infogrames | Action adventure |
| World's Scariest Police Chases | EA | Racing | X-Men: Mutant Wars | Activision | Action |

PSM most wanted



These are the games that the **PSM** team are most excited about...



C-12

Following in the well-trodden-but-worth-following footsteps of Metal Gear Solid and Resident Evil comes the latest action adventure title. This time the enemies are aliens.



Rainbow Six: Rogue Spear

The original game was less than inspiring but the preview version of the sequel is packing a lot of promise. The idea is there, we're just praying for better execution.



Evil Dead: Hail To The King

Hail to the King Of Gaming, Baby. This conversion of the cult movie has all the gore, witty one-liners and intense action needed to be the final word in survival horror.



ISS Pro Evolution 2

The **PSM** team racked up hundreds of hours of playtime on the first *Evolution* and early signs suggest *Evolution 2* will be the finest soccer game in history.

Do you enjoy smacking
yourself on stairs, rails
and burnt out cars?
Have you played chicken
with a speeding train?
Ever had an urge to
throw yourself through
a plate glass window?
We thought so.

grind  session





down loading

Your encyclopedia of PlayStation knowledge

A-Z buyer's guide

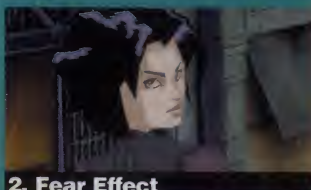
Genre: ● Shoot 'em up ● Adventure ● Beat 'em up ● First person shooter ● Party puzzle ● Platformer ● Racing ● RPG ● Sport ● Strategy

TOP 5 BABE GAMES



1. Tomb Raider

Lara is the Queen of the PSone and the original babe.



2. Fear Effect

With the sequel just out it's time for a re-cap with the original.



3. Resident Evil

Jill Valentine just improves as the series progresses.



4. Ridge Racer Type 4

Reiko Nagase is way hotter than her replacement...



5. Ridge Racer V

...but Al Fukami isn't too bad when you think about it.

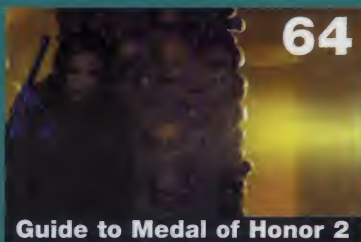
| Game | player | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Score | PSM verdict |
|--------------------------------|--------|---|---|---|---|---|---|---|---|---|----|-------|---|
| 007 Racing | 1-2 | ● | | | | | | | | | | 5 | Bond, fast cars, big guns and naughty gadgets. |
| 40 Winks | 1 | ● | | | | | | | | | | 8 | Great to look at, although it still is basic platforming action. |
| 4x4 World Trophy | 1-2 | ● | | | | | | | | | | 5 | Quite average off-road racing. |
| A Bug's Life | 1 | ● | | | | | | | | | | 5 | Too hard for kids, too dull for adults. |
| Abe's Oddysee | 1 | ● | | | | | | | | | | 9 | One of the most addictive platformers on PSone. |
| Abe's Exoddus | 1 | ● | | | | | | | | | | 9 | Supersedes Oddysee as the must-have platformer. |
| Ace Combat 3 | 1 | ● | | | | | | | | | | 8 | Decent enough, but don't expect much depth. |
| Actua Golf 3 | 1-4 | ● | | | | | | | | | | 6 | The best of the lot, but standards are now higher. |
| Actua Ice Hockey 2 | 1-4 | ● | | | | | | | | | | 6 | Much better than the last one. Not saying much, though. |
| Actua Soccer 3 | 1-4 | ● | | | | | | | | | | 7 | Top arcade-style, simplistic football. |
| Actua Tennis | 1-4 | ● | | | | | | | | | | 6 | Not quite an ace. |
| Adventures Of Alundra | 1 | ● | | | | | | | | | | 8 | Engrossing and enchanting RPG. |
| AFL '99 | 1-4 | ● | | | | | | | | | | 7 | A decent AFL game that could've been better. |
| Akuji The Heartless | 1 | ● | | | | | | | | | | 7 | Atmospheric arcade adventure, but very repetitive. |
| Alien Resurrection | 1 | ● | | | | | | | | | | 8 | Quake who? |
| Alien Trilogy | 1 | ● | | | | | | | | | | 7 | Deeply scary space shoot 'em up. Good fun, but old. |
| All-Star Soccer | 1-8 | ● | | | | | | | | | | 6 | Superb comic commentary, but pales against the competition. |
| All-Star Tennis 2000 | 1-4 | ● | | | | | | | | | | 6 | Update of dated tennis game. Not too bad. |
| Alundra 2 | 1 | ● | | | | | | | | | | 7 | Good in 2D, crap in 3D. Buy the original! |
| AK's Smash Court Tennis | 1-4 | ● | | | | | | | | | | 8 | The most fun you can have with a Multitap. |
| Ape Escape | 1-2 | ● | | | | | | | | | | 9 | Our favourite platform game on PSone. |
| Apocalypse | 1 | ● | | | | | | | | | | 7 | Big on thrills, low on lasting gameplay. |
| Armormines: Project S.W.A.R.M. | 1-4 | ● | | | | | | | | | | 3 | Avoid like a plague of alien insects. |
| Armoured Core | 1-2 | ● | | | | | | | | | | 9 | Great robot beat 'em up. |
| Army Men: Air Attack 2 | 1-2 | ● | | | | | | | | | | 5 | Do people actually play all of these Army Men games? |
| Army Men: Operation Meltdown | 1-2 | ● | | | | | | | | | | 3 | War has never been so tedious. |
| Army Men Sarge's Heroes | 1-2 | ● | | | | | | | | | | 6 | Nothing to impress here. |
| Army Men: Sarge's Heroes 2 | 1-2 | ● | | | | | | | | | | 2 | The worst Army Men game of all. |
| Atari Collection, The | 1 | ● | | | | | | | | | | 6 | Many classics, including Missile Command and Asteroids. |
| Azure Dreams | 1 | ● | | | | | | | | | | 4 | Weird. Odd. Strange. Bizarre. And quite bad! |
| Ballistic | 1-2 | ● | | | | | | | | | | 8 | The most addictive and frustrating game ever! |
| Battle Tanx: Global Assault | 1-2 | ● | | | | | | | | | | 7 | Good fun in the short term. |
| Beatmania | 1-2 | ● | | | | | | | | | | 7 | Arcade-style head-to-head music making. |
| Bishi Bashi Special | 1-2 | ● | | | | | | | | | | 8 | The best two-player party game around! |
| Blade | 1 | ● | | | | | | | | | | 6 | Wesley Snipes the vampire slayer. |
| Blast Chamber | 1-4 | ● | | | | | | | | | | 7 | Clever puzzles with rotating rooms. |
| Blast Master Blasting Again | 1 | ● | | | | | | | | | | 3 | Far too repetitive. |
| Blast Radius | 1-2 | ● | | | | | | | | | | 7 | An inferior Colony Wars clone. |
| Blood Omen: LOK | 1 | ● | | | | | | | | | | 9 | Be a vampire - top bloody fun! |
| Bombberman | 1-4 | ● | | | | | | | | | | 7 | Too old and dated to be any fun now. |
| Bombberman Fantasy Race | 1-2 | ● | | | | | | | | | | 6 | Poking yourself in the eye is more entertaining! |
| Bombberman World | 1-5 | ● | | | | | | | | | | 8 | A fun-fuelled party game to blow you away! |
| Bugs and Taz: Time Busters | 1-2 | ● | | | | | | | | | | 7 | Bugs Bunny continues his time travelling adventures. |
| Bugs Bunny: Lost In Time | 1 | ● | | | | | | | | | | 7 | Accomplished fun, but not outstanding. |
| Bushido Blade | 1-2 | ● | | | | | | | | | | 8 | Stylish and brutal sword-fighting. |
| Bust-A-Groove | 1-2 | ● | | | | | | | | | | 8 | Platform-wearing party gaming! |
| Bust-A-Move 4 | 1-2 | ● | | | | | | | | | | 8 | There isn't anything new here but it's still brilliant platforming fun. |
| Castrol Honda VTR | 1 | ● | | | | | | | | | | 6 | A very ordinary motorcycle racing game. |
| Castrol Honda Superbike Racing | 1-2 | ● | | | | | | | | | | 6 | Thrill-free motorbiking, steer away from it! |
| Chase The Express | 1 | ● | | | | | | | | | | 7 | A great game, although sadly lacking originality... |
| Chicken Run | 1 | ● | | | | | | | | | | 7 | An adventure with lots of likeable characters but a short lifespan. |
| Chill | 1-2 | ● | | | | | | | | | | 6 | Uninspired and jerky snowboarding game. |
| China | 1 | ● | | | | | | | | | | 2 | Poor old-skool gameplay. |
| Chocobo Racing | 1-2 | ● | | | | | | | | | | 7 | Bog standard karting. |
| Circuit Breakers | 1-4 | ● | | | | | | | | | | 7 | Great fun, but very limited in areas. |
| Civilization II | 1 | ● | | | | | | | | | | 8 | Big on challenge, bad on looks. |
| Colin McRae Rally 2.0 | 1-2 | ● | | | | | | | | | | 9 | The best rally game ever. Even better than the first! |
| Colony Wars | 1 | ● | | | | | | | | | | 8 | Gorgeous, totally playable space blasting. |
| Colony Wars: Red Sun | 1 | ● | | | | | | | | | | 9 | The slickest shoot 'em up in the galaxy! |
| Command & Conquer | 1 | ● | | | | | | | | | | 6 | This PC port is slow and sorely lacking. |
| C&C: Red Alert | 1-2 | ● | | | | | | | | | | 8 | The last word in real-time wargames. |
| Constructor | 1 | ● | | | | | | | | | | 7 | Very addictive tongue-in-cheek sim game. |
| Cool Boarders 4 | 1-2 | ● | | | | | | | | | | 8 | Another great addition to the series. |
| Crash Bandicoot | 1 | ● | | | | | | | | | | 9 | Technically brilliant platformer. |

For tips and cheats, demo disc instructions and a celebrity interview, flick to the following pages.

62. Powerline Tips 64. Medal Of Honor Tips 72. WWF Smack Down 2 78. Disc Guide 82. Famous Last Words



Tips from Sony's Powerline



Guide to Medal of Honor 2



How to use the demo disc



PSM chats with Waikiki

| Game | player | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Score | PSM verdict |
|-----------------------------|--------|---|---|---|---|---|---|---|---|---|-------|--|
| Crash Bandicoot 2 | 1 | ● | | | | | | | | | 9 | Crash returns in style. |
| Crash Bandicoot 3: Warped | 1 | ● | | | | | | | | | 9 | The best <i>Crash</i> game on PSOne. |
| Crash Bash | 1-4 | ● | ● | | | | | | | | 8 | In the running for best party game on PSOne. |
| Crash Team Racing | 1-4 | ● | | | | | | | | | 9 | Great fun – one of the best karting games on the system. |
| Cricket 2000 | 1-2 | ● | | | | | | | | | 8 | A bit rough around the edges, but quite playable. |
| Critical Depth | 1-2 | ● | | | | | | | | | 6 | Above average underwater blaster. |
| Croc: Legend of the Gobbo | 1 | ● | | | | | | | | | 7 | It's intellectual theft, but fun nonetheless. |
| Croc 2 | 1 | ● | | | | | | | | | 8 | Up there with the big boys! |
| Crusaders of Might & Magic | 1 | ● | | | | | | | | | 5 | Nice idea but poorly executed. |
| Dancing Stage Euro Mix | 1-2 | ● | | | | | | | | | 5 | This is physically exhausting, repetitive, yet exhilarating fun. |
| Dave Mirra Freestyle BMX | 1-2 | ● | | | | | | | | | 8 | <i>Tony Hawk's Skateboarding</i> on two wheels. |
| Dead Or Alive | 1-2 | ● | | | | | | | | | 8 | Neat fighting game. |
| Deathtrap Dungeon | 1 | ● | | | | | | | | | 6 | Usual dungeon adventure. |
| Demolition Racer | 1-2 | ● | | | | | | | | | 7 | For those who desire four-wheeled carnage. |
| Descent 2 | 1-2 | ● | | | | | | | | | 8 | Great for fans of the series. |
| Destraga | 1-2 | ● | | | | | | | | | 4 | A very drab and uninspired beat 'em up. |
| Destruction Derby Raw | 1-4 | ● | | | | | | | | | 8 | Improves little on its aging predecessor. |
| Devil Dice | 1-5 | ● | | | | | | | | | 8 | Deviously difficult, but fiendishly fun! |
| Diablo | 1-2 | ● | | | | | | | | | 7 | Fun, but repetitive arcade role-player. |
| Die Hard Trilogy | 1 | ● | | | | | | | | | 9 | Utterly brilliant – three film games in one. |
| Die Hard Trilogy 2 | 1 | ● | | | | | | | | | 7 | Too little too late, a real disappointment. |
| Dino Crisis | 1 | ● | | | | | | | | | 9 | Every ounce the monster it promised to be! |
| Dino Crisis 2 | 1 | ● | | | | | | | | | 9 | Another brilliant romp, but with more pace. |
| Discworld II | 1 | ● | | | | | | | | | 7 | Humorous off-the-wall adventuring... |
| Discworld Noir | 1 | ● | | | | | | | | | 8 | A <i>Discworld</i> departure that has some merit. |
| Disney's Magical Tetris | 1-2 | ● | | | | | | | | | 6 | A classic redone with Disney flavour. |
| Disney World Racing Tour | 1-2 | ● | | | | | | | | | 6 | Great for kids who don't know better... |
| Diver's Dream | 1 | ● | | | | | | | | | 6 | Just like <i>Tomb Raider</i> , only underwater! |
| Dodgem Arena | 1-4 | ● | | | | | | | | | 8 | Unsuccessful future sports fusion. |
| Doom | 1-2 | ● | | | | | | | | | 8 | Top link-up, but now looking dated. |
| Dragon Valor | 1 | ● | | | | | | | | | 7 | A sadly wasted opportunity. Should have been big. |
| Driver | 1 | ● | | | | | | | | | 10 | Believe the hype, a fantastic game. |
| Driver 2 | 1-2 | ● | | | | | | | | | 10 | More marvellous motoring mayhem! |
| Ducati World | 1-2 | ● | | | | | | | | | 8 | Realism and arcade action have been perfectly blended together. |
| Duke Nukem | 1 | ● | | | | | | | | | 8 | Fantastically playable shoot 'em up. |
| Duke Nukem: Time To Kill | 1-2 | ● | | | | | | | | | 8 | Nothing new, but solid. |
| Dukes Of Hazard, The | 1-2 | ● | | | | | | | | | 5 | Terrible, almost unplayable nostalgic racing. |
| Eagle One: Harrier Attack | 1-2 | ● | | | | | | | | | 8 | An accomplished aircraft shoot 'em up! |
| ECW Hardcore Revolution | 1-2 | ● | | | | | | | | | 5 | Adequate and enjoyable... |
| Eliminator | 1 | ● | | | | | | | | | 5 | Should turn its guns upon itself. |
| Ehrgeiz | 1-2 | ● | | | | | | | | | 6 | Too shallow to be a fighter or an RPG. |
| ESPN Great Outdoor Games | 1-2 | ● | | | | | | | | | 4 | Repetitive fishing action. |
| Eternal Eyes | 1 | ● | | | | | | | | | 5 | Lacklustre blend of RPG and <i>Pokémon</i> . |
| Euro 2000 | 1-2 | ● | | | | | | | | | 8 | It may be official, but it's not the best. |
| Everybody's Golf 2 | 1-4 | ● | | | | | | | | | 9 | Fun and rewarding, just like real golf! |
| Evil Zone | 1-2 | ● | | | | | | | | | 8 | Huge special effects, average gameplay. |
| Evo's Space Adventure | 1 | ● | | | | | | | | | 6 | Evo over we go! |
| Exhumed | 1 | ● | | | | | | | | | 8 | Compelling Egyptian 3D shoot 'em up. |
| Explosive Racing | 1 | ● | | | | | | | | | 7 | Quick and playable racing, but not all new. |
| Fear Effect | 1 | ● | | | | | | | | | 8 | Sneaky puzzles and stylish visuals ensure solid thrills. |
| FIFA 2000 | 1-8 | ● | | | | | | | | | 7 | The legend is sullied by this poor update. |
| FIFA 2001 | 1-2 | ● | | | | | | | | | 7 | The arcade style and pacing are good for a quick bash. |
| Fighting Force 2 | 1 | ● | | | | | | | | | 6 | Old-skool fighter with limited appeal. |
| Final Doom | 1-2 | ● | | | | | | | | | 9 | New levels, but otherwise the same. |
| Final Fantasy VII | 1 | ● | | | | | | | | | 10 | The final word in adventure! |
| Final Fantasy VIII | 1 | ● | | | | | | | | | 10 | The greatest RPG to grace the PlayStation. |
| Final Fantasy IX | 1 | ● | | | | | | | | | 9 | The final Final Fantasy for PSOne. |
| Flintstones Bedrock Bowling | 1-4 | ● | | | | | | | | | 1 | Er, it's a bowling game. |
| F1 2000 | 1-2 | ● | | | | | | | | | 8 | For a corking F1 game, look no further. |
| F1 Racing Championship | 1-2 | ● | | | | | | | | | 7 | It's F1 racing but in the slow lane... |
| F1 Championship Season 2000 | 1-2 | ● | | | | | | | | | 8 | An almost carbon copy of the original. |
| F1 World Grand Prix | 1-2 | ● | | | | | | | | | 5 | Poor graphics and gameplay amidst strong competition. |
| Formula One 2000 | 1-2 | ● | | | | | | | | | 9 | Introduces little innovation but the original quality remains. |
| Forsaken | 1-2 | ● | | | | | | | | | 9 | Nice graphics engine, adds to this enjoyable futuristic romp. |
| Front Mission 3 | 1-2 | ● | | | | | | | | | 8 | Mech warfare – a destructive delight. |
| Future Cop: LAPD | 1-2 | ● | | | | | | | | | 8 | The best isometric blaster we've ever seen! |
| Gauntlet Legends | 1-2 | ● | | | | | | | | | 6 | Time to lay down the <i>Gauntlet</i> games. |
| G-Police 2 | 1 | ● | | | | | | | | | 8 | Improves on the original in every way... |
| Galerians | 1 | ● | | | | | | | | | 7 | Akira meets <i>Resident Evil</i> and it's explosive! |
| Gekido | 1-2 | ● | | | | | | | | | 8 | Above average scrolling action. |
| Gex: Deep Cover Gecko | 1 | ● | | | | | | | | | 7 | More of the same, and still boring. |
| Ghost In The Shell | 1 | ● | | | | | | | | | 9 | Nice package – good for Mangaphiles! |
| Ghoul Panic | 1-2 | ● | | | | | | | | | 7 | Good, light-hearted ghoul-shootin' fun. |
| Global Domination | 1 | ● | | | | | | | | | 6 | Too complicated to be fun. |

TOP 5 KART GAMES



1. Crash Team Racing

The bandicoot only ever clones the best game genres.



2. Muppet RaceMania

The in-depth one player mode is where this shines.



3. Speed Freaks

Wow! An unlicensed kart game with new characters.



4. Motor Toon GP

Great game for two players. If only it used the multitap...



5. Bomberman Fantasy Race

Bomberman is a hit and miss hero but this game is a lot of fun.

new release

NBA Live 2001

Probably the last NBA game, by Electronic Arts, for the PSOne. It's a worthy successor to the originally titled *NBA Live 2000*, 99 etc. This one's definitely for all the fans.





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TOP 5 PLATFORM GAMES



1. Crash Bandicoot

The original and still the best PSone platform king.



2. Spyro 3

The little purple guy just keeps getting better with each game.



3. Abe's Oddysee

Follow the young Mudokun as he saves his friends from being lunch



4. Ape Escape

There are few things as funny as a monkey wearing clothes.



5. 40 Winks

A game that never got the attention it deserved.

new release

FIFA 2001

Another EA sports title destined to be the last for the PSone. Strangely, it is only a two-player game, whereas the previous title allowed eight gamers to battle it out simultaneously. It's difficult to bag a game which is such a faultless update.



FIFA 2001

| Game | player | | | | | | | genre | Score | PSM verdict |
|-------------------------------|--------|--|--|--|--|--|--|-------|-------|--|
| Glover | 1 | | | | | | | | 6 | Glaring flaws let-down the original ideas. |
| Grandia | 1 | | | | | | | | 8 | A top-notch RPG, but pig-ugly! |
| Granstream Saga, The | 1 | | | | | | | | 7 | Absorbing, but a bit on the easy side. |
| Gran Turismo | 1-2 | | | | | | | | 10 | The best racing game ever made! |
| Gran Turismo 2 | 1-2 | | | | | | | | 10 | Another generation of racing paradise! |
| Grand Theft Auto 2 | 1 | | | | | | | | 9 | A surprisingly playable sequel. |
| Grind Session | 2 | | | | | | | | 8 | A fine addition to the skateboarding genre. |
| Guardian's Crusade | 1 | | | | | | | | 7 | Tired and very boring adventure game. |
| Gungage | 1 | | | | | | | | 3 | Pretty but repetitive old-skool shoot 'em up. |
| Hard Edge | 1 | | | | | | | | 5 | Provides a few new twists to the genre. |
| Heart Of Darkness | 1 | | | | | | | | 8 | Very playable, but short-lived platform puzzler. |
| Hello Kitty's Cube Frenzy | 1-2 | | | | | | | | 7 | A cross between a 2D platformer and Tetris. |
| Hercules | 1 | | | | | | | | 7 | Sweet and innocent, but simple and dull. |
| Hogs Of War | 1-2 | | | | | | | | 8 | Fantastically good strategy. An absolute must. |
| Hydro Thunder | 1-2 | | | | | | | | 7 | Average attempt at racing on waves... |
| Hyper Final Match Tennis | 1-4 | | | | | | | | 4 | Utterly pointless tennis sim. There are better. |
| In Cold Blood | 1 | | | | | | | | 8 | Bond does point-and-click. Smooth. |
| Independence Day | 1-2 | | | | | | | | 2 | Wretched film-inspired nonsense. |
| Infestation | 1 | | | | | | | | 2 | Infinite space equals infinite boredom. |
| International Moto X | 1-2 | | | | | | | | 6 | Moderate motorbike racer. |
| Int. Track & Field 2 | 1-4 | | | | | | | | 8 | Better than the first, with a wider variety of events. |
| ISS Pro | 1-4 | | | | | | | | 9 | Sharp, tight and accomplished soccer sim. |
| ISS Pro '98 | 1-4 | | | | | | | | 9 | Nearly as good as the N64 version. Brilliant! |
| ISS Pro Evolution | 1-4 | | | | | | | | 10 | Quite simply the greatest soccer game ever made! |
| Jade Cocoon | 1 | | | | | | | | 6 | A simple adventure game. |
| Jackie Chan Stuntmaster | 1 | | | | | | | | 6 | Hi-flying hi-jinks with the king of kung fu! |
| Jedi Power Battles | 1-2 | | | | | | | | 8 | A good romp, if a little shallow. |
| J. McGrath SuperCross 2000 | 1-2 | | | | | | | | 4 | Looks awful and plays worse. |
| Jet Rider 3 | 1-2 | | | | | | | | 5 | Puke-evoking and terribly ugly! |
| Jimmy White's Cueball 2 | 1-2 | | | | | | | | 6 | More like a pub sim than anything else. |
| Jo Jo's Bizarre Adventure | 1-2 | | | | | | | | 6 | An extremely odd beat 'em up. |
| Jonah Lomu Rugby | 1-4 | | | | | | | | 8 | Accurate and enjoyable rugby sim. |
| Judge Dredd | 1-2 | | | | | | | | 6 | Fantastic licence, disappointing game. |
| Jumping Flash 2 | 1 | | | | | | | | 6 | Better than the first. |
| Killer Loop | 1-2 | | | | | | | | 5 | A poor alternative to Wipeout. |
| King's Field | 1 | | | | | | | | 6 | Long-lasting RPG with satisfactory graphics. |
| Kingsley's Adventures | 1 | | | | | | | | 6 | Uneventful kids-orientated platformer. |
| KKND Krossfire | 1-2 | | | | | | | | 9 | Hugely enjoyable C&C clone. |
| Klonoa: Door To Phantomile | 1 | | | | | | | | 8 | Fast and loveable Japanese platformer. |
| Knockout Kings 2000 | 1-2 | | | | | | | | 8 | Better and more accessible than the original. |
| Knockout Kings 2001 | 1-2 | | | | | | | | 8 | Even more realistic and tactical than its prequel. |
| Koudelka | 1 | | | | | | | | 5 | A promising romp, marred by dull combat. |
| Kurushi Final | 1-2 | | | | | | | | 7 | Criminally addictive like Tetris, only more clever! |
| Land Maker | 1-2 | | | | | | | | 9 | Bizarre but enjoyable puzzler. |
| Legend Of Kartia | 1-2 | | | | | | | | 6 | Too linear, too boring, too Japanese... |
| Legend Of Legaia | 1 | | | | | | | | 8 | An excellent RPG with innovative combat. |
| Lego Racers | 1-2 | | | | | | | | 6 | Too hard for kids. |
| Lemmings | 1-2 | | | | | | | | 7 | Re-released mind-bending puzzler. |
| Le Mans 24 Hours | 1-2 | | | | | | | | 7 | Decent enough endurance racer. |
| Libero Grande | 1-2 | | | | | | | | 7 | Interesting soccer sim, but confusing to follow! |
| Livewire | 1-2 | | | | | | | | 7 | Fast and furious 3D action, but awkward to play. |
| LMA Manager | 1-2 | | | | | | | | 9 | The best soccer management game ever! |
| Looney Tunes Racing | 1-2 | | | | | | | | 4 | Bugs and buddies try, unsuccessfully, to jump on the band wagon. |
| Lost Vikings 2, The | 1-2 | | | | | | | | 7 | Playable platform strategy, but looks dated. |
| Lucky Luke | 1 | | | | | | | | 7 | Decent but oldish kiddie title. |
| MDK | 1 | | | | | | | | 9 | Brilliantly conceived 3D shooter. |
| Madden 2001 | 1-4 | | | | | | | | 9 | Comprehensive playbooks that should satisfy. |
| Marvel Vs Capcom | 1-2 | | | | | | | | 9 | Milking it or loving it? The latter, but only just. |
| Marvel SH Vs Street Fighter | 1-2 | | | | | | | | 5 | Nice looking, but the gameplay runs away from you. |
| Mechwarrior 2 | 1 | | | | | | | | 9 | Top class big robot shoot 'em up! |
| Medal Of Honor | 1-2 | | | | | | | | 9 | A deeply engrossing GoldenEye clone. Brilliant. |
| Medal Of Honor: Underground | 1-2 | | | | | | | | 9 | The PlayStation's definitive first-person shooter. |
| MediEvil | 1 | | | | | | | | 7 | Death has never looked so appealing. |
| MediEvil 2 | 1 | | | | | | | | 9 | A dark and funny platformer. |
| Mega Man X4 | 1 | | | | | | | | 7 | Classic 2D Mega Man action. |
| Men In Black | 1 | | | | | | | | 7 | Bog standard movie tie-in. |
| Metal Gear Solid | 1 | | | | | | | | 10 | The best action adventure game ever released! |
| MGS: Special Missions | 1 | | | | | | | | 7 | The perfect compliment to the greatest game ever! |
| Micro Machines V3 | 1-8 | | | | | | | | 9 | Blistering racing game. Fantastic! |
| Micro Maniacs | 1-4 | | | | | | | | 9 | Manic fun in multiplayer mode. |
| Mike Tyson Boxing | 1-8 | | | | | | | | 5 | Inferior to EA's Knockout Kings. |
| Mighty Hits Special | 1-2 | | | | | | | | 6 | Worth hiring for a night of fun. |
| Millennium Soldier Expendable | 1-2 | | | | | | | | 6 | Explosive shooting action, but very shallow... |
| Missile Command | 1-2 | | | | | | | | 4 | Old and nasty. Bury it. |
| Mission: Impossible | 1 | | | | | | | | 7 | Dire graphics mask compelling gameplay. |
| MoHo | 1-2 | | | | | | | | 8 | Freaky but flawed future sports. |
| Monaco GP | 1-4 | | | | | | | | 7 | A surprisingly accomplished racing game. |
| Monkey Hero | 1 | | | | | | | | 8 | An above-average Zelda clone. |
| Monster Trucks | 1 | | | | | | | | 7 | A competent but dull off-roader. |
| Mortal Kombat 4 | 1-2 | | | | | | | | 6 | There are better incarnations out there. |
| Moto Racer 2 | 1-2 | | | | | | | | 8 | A superb sequel offering lots of entertainment. |
| Motorhead | 1-2 | | | | | | | | 9 | A turbo-charged, albeit short-lived racer. |
| Motor Toon GP | 1-2 | | | | | | | | 8 | Highly playable cartoon racer. |
| Mr Domino | 1 | | | | | | | | 7 | Original, but lacks a lasting challenge. |
| MTV Snowboarding | 1-2 | | | | | | | | 8 | Trick combo heaven, but a tad glitchy. |
| MTV Sports: Skateboarding | 1-2 | | | | | | | | 5 | Subordinate to Tony Hawk's in every way. |
| Muppet RaceMania | 1-2 | | | | | | | | 9 | Racing so good, it's silly! |
| Music 2000 | 1-4 | | | | | | | | 9 | Infinitely better than the last - this is perfection! |



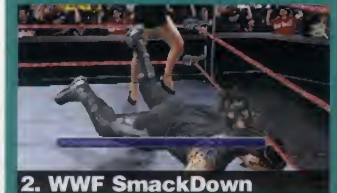
| Game | player | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Score | PSM verdict |
|-------------------------------|--------|---|---|---|---|---|---|---|---|---|----|-------|---|
| N.Gen Racing | 1-2 | ● | | | | | | | | | | 8 | Slick, but flawed air racing action... |
| Nanotek Warrior | 1 | ● | | | | | | | | | | 7 | Tired shoot 'em up set at molecular level. |
| NBA Jam Extreme | 1-2 | ● | | | | | | | | | | 6 | Over-exaggerated arcade port-over. Numb. |
| NBA Live 2000 | 1-8 | ● | ● | | | | | | | | | 9 | Jordan gets in on the NBA series at last. |
| NBA Live 2001 | 1-8 | ● | ● | ● | | | | | | | | 8 | EA churns out another playable effort to keep fans satisfied. |
| NBA Pro '99 | 1-8 | ● | ● | ● | | | | | | | | 5 | Very similar to the previous Pros. |
| NBA Showtime | 1-4 | ● | ● | ● | | | | | | | | 7 | Slightly entertaining and very rough-looking... |
| Need For Speed 2, The | 1-2 | ● | | | | | | | | | | 6 | Poor quality graphics, but offers lasting entertainment. |
| Need For Speed 3, The | 1-2 | ● | | | | | | | | | | 8 | Blindingly fast, but without some of the magic. |
| NFS: Porsche 2000 | 1-2 | ● | | | | | | | | | | 8 | Drives like a dream, looks like a Skoda. |
| Newman Haas Racing | 1-2 | ● | | | | | | | | | | 7 | Very similar to F1 '97, which is better. |
| NFL Blitz | 1-2 | ● | | | | | | | | | | 8 | A serious Madden contender! |
| NFL Blitz 2000 | 1-4 | ● | ● | | | | | | | | | 9 | NFL has never been more fun or accessible. |
| NFL Game Day | 1-2 | ● | | | | | | | | | | 5 | American football – who cares? |
| NFL Xtreme | 1-2 | ● | | | | | | | | | | 5 | There's nothing xtreme about it. |
| NHL 2001 | 1-8 | ● | | | | | | | | | | 8 | Another quality sports game from EA. |
| NHL '99 | 1-8 | ● | | | | | | | | | | 9 | Smooth, hard, fast and very cool. |
| NHL FaceOff 2000 | 1-8 | ● | ● | | | | | | | | | 7 | Not good, not good at all... |
| Nightmare Creatures 2 | 1 | ● | | | | | | | | | | 7 | Highly derivative slash 'em up. |
| Ninja: Shadow Of Darkness | 1 | ● | | | | | | | | | | 6 | Looks good, but gets repetitive too soon. |
| ODT | 1 | ● | | | | | | | | | | 6 | Masterful, unforgiving mutant mayhem! |
| Omega Boost | 1 | ● | | | | | | | | | | 8 | An excellent game, but far too short. |
| One | 1 | ● | | | | | | | | | | 8 | One of the most destructive games ever! |
| Overboard | 1-5 | ● | ● | | | | | | | | | 8 | Fun-fuelled ship combat game. |
| Pac-Man World | 1 | ● | | | | | | | | | | 8 | He's Pac, and loving it! |
| Pandemonium | 1 | ● | | | | | | | | | | 8 | Enjoyable platform game, but too restrictive. |
| Panzer General | 1-2 | ● | | | | | | | | | | 7 | Strategy war game for dedicated fans. |
| PaRappa the Rapper | 1 | ● | | | | | | | | | | 8 | Tap the buttons, sing the rhyme. Brilliant! |
| Parasite Eve II | 1 | ● | | | | | | | | | | 7 | Blemished, but slick nonetheless. |
| PGA Tour '98 | 1-4 | ● | ● | | | | | | | | | 7 | Best-looking golf, yet hampered gameplay. |
| Pitball | 1-4 | ● | ● | | | | | | | | | 6 | Rough and confusing futuristic sports. |
| Player Manager 2000 | 1-2 | ● | | | | | | | | | | 9 | Not as user-friendly as LMA, but just as rewarding! |
| Pocket Fighter | 1-2 | ● | | | | | | | | | | 8 | Rehashed formula, but still immensely satisfying. |
| PO'ed | 1 | ● | | | | | | | | | | 5 | Scrappy Doom clone, meant to be humorous. |
| Point Blank 2 | 1-2 | ● | | | | | | | | | | 7 | You like Point Blank? You'll like this! |
| Pong | 1-4 | ● | ● | | | | | | | | | 5 | At its core it's still an outdated game. |
| Pool Hustler | 1-2 | ● | | | | | | | | | | 6 | Very playable, but not as authentic as Pool Shark. |
| Pop 'N' Pop | 1-2 | ● | | | | | | | | | | 8 | A tough and enjoyable puzzler from Taito. |
| Populous: The Beginning | 1 | ● | | | | | | | | | | 7 | An excellent game, marred by slowdown. |
| Porsche Challenge | 1-2 | ● | | | | | | | | | | 8 | Superb looking, technically brilliant but too slow. |
| Poy Poy 2 | 1-4 | ● | ● | | | | | | | | | 7 | Been there, done that, but quite likeable. |
| Premier Manager 2000 | 1-4 | ● | | | | | | | | | | 6 | Not as good as LMA Manager, but worth a look... |
| Pro 18 World Tour Golf | 1-8 | ● | ● | | | | | | | | | 8 | Golfing fans should check it out. |
| Pro Pinball: Timeshock | 1-2 | ● | | | | | | | | | | 8 | The best pinball game available on PlayStation. |
| Psychic Force 2 | 1-2 | ● | | | | | | | | | | 4 | Big in bulk, but devoid of any long-term thrills. |
| Quake II | 1-4 | ● | ● | | | | | | | | | 10 | A truly stunning accomplishment. Amazing! |
| R-Type Delta | 1 | ● | | | | | | | | | | 9 | Pure adrenaline-pumping shooting perfection! |
| Radikal Bikers | 1-2 | ● | | | | | | | | | | 5 | Provides short-term fun, but little beyond... |
| Rage Racer | 1 | ● | | | | | | | | | | 7 | Super-fast, varied, playable racer. |
| Railroad Tycoon 2 | 1 | ● | | | | | | | | | | 5 | A disappointing PSone conversion. |
| Rainbow Six | 1 | ● | | | | | | | | | | 8 | Nice and complex, although could have done with more polish. |
| Rally Championship | 1-2 | ● | | | | | | | | | | 7 | Good-looking, but ultimately boring rally game. |
| Rally Cross | 1-4 | ● | ● | | | | | | | | | 8 | First class off-road antics best with a mate. |
| Rally Cross 2 | 1-2 | ● | | | | | | | | | | 8 | A bit of a rough looker, but it plays well enough. |
| Rally Masters | 1-2 | ● | | | | | | | | | | 7 | An arcade-style alternative to Colin McRae. |
| Rampage 2: Universal Tour | 1-3 | ● | ● | | | | | | | | | 5 | Don't expect the Earth to move... |
| Rampage Through Time | 1-2 | ● | | | | | | | | | | 3 | The worst Rampage title yet. |
| Rapid Racer | 1-2 | ● | | | | | | | | | | 9 | Powerful and glossy, but repetitive... |
| Rascal | 1 | ● | | | | | | | | | | 6 | Accomplished platformer – good for the kids! |
| Rayman 2 | 1 | ● | | | | | | | | | | 8 | Triumphant 3D return of our 'armless friend. |
| Ray Storm | 1-2 | ● | | | | | | | | | | 8 | Overwhelming two-player space shoot 'em up. |
| RC Stunt Copter | 1-2 | ● | | | | | | | | | | 8 | A deep game that will appeal to the patient. |
| Ready 2 Rumble Boxing | 1-2 | ● | | | | | | | | | | 7 | An amusing boxing sim, check it out... |
| Ready 2 Rumble: Round 2 | 1-2 | ● | | | | | | | | | | 7 | This time Michael Jackson and Shaquille O'Neal are playable. |
| Rebel Assault 2 | 1 | ● | | | | | | | | | | 6 | Star Wars shoot 'em up. Boring and repetitive. |
| Reboot | 1 | ● | | | | | | | | | | 6 | Easy on the eye. Good short-term fun. |
| Red Alert | 1 | ● | | | | | | | | | | 8 | The old classic. A bargain bin purchase. |
| Reel Fishing 2 | 1 | ● | | | | | | | | | | 4 | Just as exciting as the real thing. |
| Rescue Shot | 1 | ● | | | | | | | | | | 7 | Bunny-filled gunning mayhem. Go figure! |
| Resident Evil | 1 | ● | | | | | | | | | | 8 | Gothic horror adventure – recommended! |
| Resident Evil: Director's Cut | 1 | ● | | | | | | | | | | 8 | Not worth getting if you already own the original. |
| Resident Evil 2 | 1 | ● | | | | | | | | | | 10 | A truly spectacular sequel and utterly terrifying! |
| Resident Evil 3 Nemesis | 1 | ● | | | | | | | | | | 9 | Removed as a sequel, but more action-packed. |
| Resident Evil Survivor | 1 | ● | | | | | | | | | | 7 | Innovative, but cheaply produced and repetitive... |
| Retro Force | 1-2 | ● | | | | | | | | | | 5 | Don't even bother. A very poor excuse of a shoot 'em up. |
| Return Fire | 1-2 | ● | | | | | | | | | | 6 | Average 3DO split-screen army romp. |
| Re-Volt | 1-2 | ● | | | | | | | | | | 7 | Messy and quite unplayable in places. |
| Ridge Racer | 1 | ● | | | | | | | | | | 8 | Launch game that's starting to show its age. |
| Ridge Racer Revolution | 1-2 | ● | | | | | | | | | | 8 | A better game, with link-up and nicer cars. |
| Ridge Racer Type 4 | 1-4 | ● | | | | | | | | | | 9 | Frighteningly fast arcade racing game. |
| Riot | 1-2 | ● | | | | | | | | | | 7 | Moribund futuristic sports – like Rollerball! |
| Rival Schools | 1-8 | ● | | | | | | | | | | 9 | Not as fast and as the Japanese version but essential rumbling. |
| Roadsters | 1-2 | ● | | | | | | | | | | 5 | Fast, but lacking depth. |
| Road Rage | 1-2 | ● | | | | | | | | | | 7 | Detestable and trashy shoe box sim. Ugh! |
| Road Rash Jailbreak | 1-4 | ● | ● | | | | | | | | | 6 | Too much racing and not enough biff. |
| Road Rash 3D | 1 | ● | | | | | | | | | | 6 | Disappointing sequel with no guts. |
| Robotron X | 1-2 | ● | | | | | | | | | | 6 | Classic, fast gameplay, but we prefer the original. |
| Rogue Trip | 1-2 | ● | | | | | | | | | | 7 | Motoring madness with knobs on. |

TOP 5 WRESTLING GAMES



1. WWF SmackDown 2

Know your role is the finest PSone wrestling title to date.



2. WWF SmackDown

There is little surprise that this series has both the top spots.



3. WWF Warzone

This game's not from the SmackDown series but still rocks.



4. WCW Mayhem

EA's first wrestling title shows great potential.



5. WCW vs The World

Not as dramatic as the title suggests but still fun.

HARVEST MOON: Back to Nature

This game even has the subtitle of a dodgy sequel. You could imagine *Back to Nature* being the title of *Police Academy 25*. This game has a lot of potential but you do have to work hard to find it.



HARVEST MOON: BACK TO NATURE



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TOP 5 PUZZLE GAMES



1. Devil Dice

You can never get sick of this game especially in versus mode.



2. Bust-A-Move series

The four games in the series don't differ much.



3. Worms: Armageddon

This one of the best multiplayer games ever invented.



4. Mr Driller

It's like a cute, personality-driven version of Tetris.



5. The Next Tetris

There isn't much "next" about it but it's definitely Tetris.

new release

DONALD DUCK: QUACK ATTACK

This game follows in the footsteps of the brilliant *Rayman 2* by using the same game engine. It doesn't quite hit the same heights as the little French freak but Mickey's best friend does try ever so hard.



DONALD DUCK: QUACK ATTACK

| Game | player | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Score | PSM verdict |
|----------------------------------|--------|---|---|---|---|---|---|---|---|---|-------|---|
| Rollage Stage II | 1-2 | ● | | | | | | | | | 9 | Good fun, but not a vast step-up from the first. |
| Ronin Blade | 1 | ● | | | | | | | | | 6 | Great hack 'n' slash fun, but very limited. |
| Rosco McQueen | 1 | ● | | | | | | | | | 8 | Play with fire and get this sizzling game! |
| Rugrats | 1 | ● | | | | | | | | | 7 | Made for kids, but it's still average. |
| Saga Frontier 2 | 1 | ● | | | | | | | | | 7 | Too dull, even for a role-playing game. |
| Samurai Showdown | 1-2 | ● | | | | | | | | | 5 | Should be called <i>Samurai Slowdown</i> . |
| San Francisco Rush | 1-2 | ● | | | | | | | | | 6 | Not quite the worst racing game of all time. |
| S.C.A.R.S. | 1-8 | ● | ● | | | | | | | | 7 | A fine, albeit rough-looking racing game. |
| Sentinel Returns | 1 | ● | | | | | | | | | 8 | Very repetitive strategy game but rewarding for the patient. |
| Shadow Madness | 1 | ● | | | | | | | | | 6 | Fun but unrewarding adventuring. |
| Shadow Man | 1 | ● | | | | | | | | | 7 | A disappointing conversion. |
| Shadow Master | 1 | ● | | | | | | | | | 7 | Nice try, but lacks variety... |
| Shane Warne Cricket | 1-2 | ● | | | | | | | | | 9 | One of the best sports games on the system. |
| Sheep | 1-2 | ● | | | | | | | | | 6 | Disappointing <i>Lemmings</i> -like action. |
| Silent Bomber | 1-2 | ● | | | | | | | | | 7 | An all-round explosive package! |
| Silent Hill | 1 | ● | | | | | | | | | 8 | Scary as hell, but rough around the edges. |
| Sim City 2000 | 1 | ● | | | | | | | | | 8 | A fantastic game. Not suited to PlayStation, though. |
| Skull Monkeys | 1 | ● | | | | | | | | | 6 | Pleasurable plasticine playability. |
| Sled Storm | 1-4 | ● | ● | | | | | | | | 8 | Snowboarding with engines... Superb stuff. |
| Smurfs, The | 1 | ● | | | | | | | | | 7 | A great game for the youngens. |
| Soul Blade | 1-2 | ● | | | | | | | | | 9 | The best weapons-based beat 'em up on PSone. |
| Soul Reaver: Legacy Of Kain 1 | 1 | ● | | | | | | | | | 9 | Better and darker than <i>Tomb Raider</i> ... |
| South Park | 1-4 | ● | ● | | | | | | | | 6 | Exceedingly lame and repetitive. |
| South Park: Chef's Luv Shack | 1-4 | ● | | | | | | | | | 3 | Full of American-orientated questions straight from the toilet. |
| South Park Rally | 1-2 | ● | | | | | | | | | 6 | A decent multiplayer bash for <i>South Park</i> fans only. |
| Soviet Strike | 1 | ● | | | | | | | | | 8 | Decent helicopter shoot 'em up, with rough looks. |
| Space Debris | 1 | ● | | | | | | | | | 6 | Frenetic but tiresome 3D shooter... |
| Space Invaders | 1-2 | ● | | | | | | | | | 5 | Addictive for a couple of hours, after that forget it! |
| Space Hulk | 1 | ● | | | | | | | | | 8 | Claustrophobic and intense 3DO strategy game. |
| Space Jam | 1-6 | ● | | | | | | | | | 7 | Fun cartoon basketball game based on the film. |
| Spawn: The Eternal | 1 | ● | | | | | | | | | 5 | Dull and imaginative adventure from hell. |
| Special Ops: Stealth Patrol | 1 | ● | | | | | | | | | 4 | Good ideas put together poorly. |
| Speedball 2100 | 1-2 | ● | | | | | | | | | 7 | A hugely disappointing update of a classic. |
| Speed Freaks | 1-4 | ● | ● | | | | | | | | 8 | The greatest karting game ever. |
| Speedster | 1-2 | ● | | | | | | | | | 4 | Overhead racer with adequate handling, but slow gameplay. |
| Spice World | 1 | ● | | | | | | | | | 6 | Total waste of Spice... Cheap, though! |
| Spider | 1 | ● | | | | | | | | | 6 | 'On rails' arachnoid platformer offering short-term thrills. |
| Spider-Man | 1 | ● | | | | | | | | | 9 | A fine, yet flawed super-heroic experience. |
| Spyro The Dragon | 1 | ● | | | | | | | | | 8 | A polished platformer, but devoid of challenge. |
| Spyro The Dragon 2 | 1 | ● | | | | | | | | | 9 | Builds on the original to become a classic! |
| Spyro: Year Of The Dragon | 1 | ● | | | | | | | | | 10 | Same parcel, just better. |
| Star Gladiator | 1-2 | ● | | | | | | | | | 7 | Competent beat 'em up from Capcom. |
| Star Ixion | 1 | ● | | | | | | | | | 7 | A good shooter, but the gameplay is dated. |
| Star Trek Invasion | 1-2 | ● | | | | | | | | | 9 | Engaging from the beginning. |
| Star Wars Demolition | 1-2 | ● | | | | | | | | | 5 | It's hard to go wrong with Star Wars but this game succeeds. |
| Star Wars: Episode One | 1 | ● | | | | | | | | | 9 | Follow the movie plot and use force abilities. |
| Star Wars: Jedi Power Battles | 1-2 | ● | | | | | | | | | 8 | A feasible arcade sabre-fest. |
| Star Wars: Masters of Teras Kasi | 1-2 | ● | | | | | | | | | 7 | A great licence, but somewhat wasted. |
| Streak | 1-2 | ● | | | | | | | | | 5 | Average hoverboarding game... |
| Street Fighter Collection | 1-2 | ● | | | | | | | | | 8 | Good fun for fans of this arcade classic. |
| Street Fighter Collection 2 | 1-2 | ● | | | | | | | | | 7 | Solid streetfighting history for the fan-boys. |
| Street Fighter EX Plus | 1-2 | ● | | | | | | | | | 8 | It's absolutely EX-cellent! |
| Street Fighter EX2 Plus | 1-2 | ● | | | | | | | | | 7 | Seems a bit dated now, but still pretty solid. |
| Street Fighter Alpha 2 | 1-2 | ● | | | | | | | | | 9 | Simple, colourful graphics - total gameplay! |
| Street Fighter Zero 3 | 1-2 | ● | | | | | | | | | 9 | The best <i>Street Fighter</i> game ever released! |
| Street Racers | 1-8 | ● | ● | | | | | | | | 6 | Childish <i>Mario Kart</i> wannabe. |
| Street Skater 2 | 1-2 | ● | | | | | | | | | 8 | Mild fun, but it's still no <i>Tony Hawk</i> . |
| Strider 2 | 1-2 | ● | | | | | | | | | 6 | Very old-skool gaming, but a riot nonetheless. |
| Suikoden 2 | 1 | ● | | | | | | | | | 7 | Features average RPG elements and not much else. |
| Superbike 2000 | 1-2 | ● | | | | | | | | | 7 | More like pushbike than superbike... |
| Super Puzzle Fighter 2 | 1-2 | ● | | | | | | | | | 6 | SF-styled Japanese puzzler. |
| Supersonic Racers | 1-8 | ● | ● | | | | | | | | 5 | Chaotic <i>Wacky Races</i> -style multiplayer romp. |
| Swagman | 1 | ● | | | | | | | | | 6 | Proficient cutesy overhead cartoon adventure. |
| Swing | 1-2 | ● | | | | | | | | | 6 | An amazingly technical puzzler to get the neurons firing. |
| Sydney 2000 | 1-8 | ● | ● | | | | | | | | 8 | Standard button-basher. |
| Syndicate Wars | 1-4 | ● | ● | | | | | | | | 8 | We love the smell of napalm in the morning! |
| Syphon Filter | 1 | ● | | | | | | | | | 8 | A vast, sprawling adventure that rocks! |
| Syphon Filter 2 | 1-2 | ● | | | | | | | | | 9 | A sequel to surpass all sequels! |
| Tank Racer | 1-2 | ● | | | | | | | | | 6 | Ignore the ugly face and enjoy its fun-filled soul. |
| Tarzan | 1 | ● | | | | | | | | | 8 | Colourful vine-swinging action. |
| Team Buddies | 1-4 | ● | ● | | | | | | | | 8 | For those who consider themselves obscene. |
| Tekken | 1-2 | ● | | | | | | | | | 9 | The ultimate 3D beat 'em up in its time - still decent. |
| Tekken 2 | 1-2 | ● | | | | | | | | | 9 | Brilliant 3D beat 'em up - an essential purchase! |
| Tekken 3 | 1-2 | ● | | | | | | | | | 10 | Undoubtedly the greatest beat 'em up around. |
| Tenchu | 1 | ● | | | | | | | | | 7 | Dark and deadly assassination action. |
| Tenchu 2 | 1 | ● | | | | | | | | | 7 | Superlative snooping. Lacks originality, though. |
| Tennis Arena | 1-4 | ● | ● | | | | | | | | 7 | Slick, addictive and playable... |
| Terracon | 1 | ● | | | | | | | | | 8 | An original platformer full of big-headed aliens. |
| Test Drive 5 | 1-2 | ● | | | | | | | | | 7 | Pipped at the post by the opposition. |
| The Grinch | 1 | ● | | | | | | | | | 7 | Dr Seuss' humbug appears on the PSone. |
| The Mummy | 1 | ● | | | | | | | | | 4 | A few hours of flat, tiresome, button-mashing action. |
| The Road to El Dorado | 1 | ● | | | | | | | | | 5 | Another Disney movie tie-in. |
| The World is Not Enough | 1 | ● | | | | | | | | | 7 | The name's Bond, James Bond. |
| Theme Hospital | 1 | ● | | | | | | | | | 7 | More fun than a hospital ever could ever be! |
| Theme Park World | 1 | ● | | | | | | | | | 8 | A complex, yet thoroughly rewarding sim. |
| This Is Soccer 2 | 1-4 | ● | ● | | | | | | | | 6 | Pasted by the opposition. |
| Thrasher: Skate & Destroy | 1-2 | ● | | | | | | | | | 8 | Not as good as <i>Tony Hawk</i> , but a decent alternative. |
| Three Lions Soccer | 1-2 | ● | | | | | | | | | 7 | Pretty, but sluggish to play. Not worth the hype. |



| Game | player | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Score | PSM verdict |
|-----------------------------|--------|---|---|---|---|---|---|---|---|---|----|-------|---|
| Tiger Woods 2000 | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Passable golfing game. Just. |
| Tiger Woods PGA Tour Golf | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Slightly better than last year's effort. |
| Time Commando | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Restrictive but graphically impressive adventure. |
| Time Crisis | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Stupendous lightgun shooting action. A blast. |
| Tiny Tank | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Comedic death at its very best! |
| Tobal No. 1 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Cracking high-res beat 'em up with Quest mode. |
| TOCA Touring Cars | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Really fast, really fun, really racing! |
| TOCA Touring Cars 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Non-stop clutch burning bliss! |
| TOCA World Touring Cars | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Blissfully combines arcade and simulation fun. |
| Tokyo Highway Battle | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Great concept let-down by low overall speed. |
| Tombi | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Unrewarding, dated platformer/RPG. |
| Tombi 2 | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | A below par piece of platforming action. |
| Tomb Raider | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Superb Indiana Jones-style 3D adventure. |
| Tomb Raider II | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | A fine sequel that boasts plenty of action. |
| Tomb Raider III | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | A decent and enjoyable second sequel. |
| Tomb Raider: TLR | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 10 | The best of the lot, albeit slightly unoriginal. |
| Tomb Raider Chronicles | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 10 | Tighter than the last two adventures. |
| Tommi Mäkinen Rally | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Another good rally game, but there are better. |
| Tomorrow Never Dies | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Bond fanatics may enjoy this driving and skiing adventure. |
| Tony Hawk's Skateboarding | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Unbeatable, authentic skating bliss... |
| Tony Hawk's Pro Skater 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Finest skater, bar none. |
| Top Gun | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Lack-lustre combat flight sim based on the film. |
| Toshinden 4 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 3 | Four beat 'em ups and a funeral. |
| Total NBA '98 | 1-8 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | The best of the series! |
| Toy Story 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Looks good, but is a little frustrating... |
| Trap Runner | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Okay for a while, but you'll soon get bored. |
| Trash It | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Average hammer-based puzzle game. |
| Treasures Of The Deep | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Atmospheric underwater adventure. |
| Trick 'N' Snowboarder | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Capcom's own stab at snowboarding... |
| Triple Play 2000 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | The best baseball game ever released on PSone! |
| Tunnel B1 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Glitzy graphical showpiece. Short lived. |
| Twisted Metal 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Remarkably compelling two-player blast-a-thon. |
| UEFA Champions League 99/00 | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | A vast improvement over the original... |
| UEFA Striker | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Simple, arcade-style football - very enjoyable. |
| Um Jammer Lammy | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Addictive and amusing guitar action! |
| Unholy War (The) | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Flawed, but offers pretty exciting two-player combat. |
| Urban Chaos | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Chaotic from start to finish. |
| V2000 | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Uncompromising thinking man's shoot 'em up. |
| Vagrant Story | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | A glorious RPG with a cinematic plot. |
| V-Ball Beach Volley Heroes | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Arcade volleyball sim. Simple but lots of fun. |
| Vampire Hunter D | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 3 | Sucks in every sense of the word. |
| Vandal Hearts II | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Engrossing and very playable adventure game. |
| Vib Ribbon | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Truly unique dancing platformer. |
| Victory Boxing 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Frantic flying fist action in a standard sequel. |
| Vigilante 8 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Big guns, huge explosions, gigantic appeal! |
| Vigilante 8: Second Offense | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | More of the same with little improvement. |
| Virtual Golf | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Drab golf sim. Actua Golf 2 is much better. |
| Virus | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 4 | Dodgy controls and visuals - avoid. |
| VMX Racing | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 4 | Rough-looking, unplayable racer. |
| V-Rally | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Fast and accurate rally sim featuring great split-screen action. |
| V-Rally 2 | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | World class action - an absolute must! |
| Vs | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Slick, but simplistic street fighting. |
| Wacky Races | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 4 | Tacky Races more like. Sheesh. |
| Warcraft 2 | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Utterly compelling medieval strategy fest. |
| Wargames: Defcon 1 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Limited tactical warfare sim. |
| Warzone 2100 | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Very challenging and very sharp strategy game. |
| WCW Backstage Assault | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Very clumsy wrestler when compared to SmackDown. |
| WCW Mayhem | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | It don't look pretty and it ain't as fun as SmackDown. |
| WCW Nitro | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Old style wrestling action. |
| WCW Vs The World | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Nothing new or exciting here. |
| WCW Thunder | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Room for improvement. |
| Wild 9 | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | A decent platformer, but we've seen it all before. |
| Wild Arms | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Hugely enjoyable RPG offering a serious challenge. |
| Williams' Arcade's Greatest | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | Decent retro pack featuring Robotron and Defender. |
| Wing Commander IV | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 4 | Even more costly, minus originality. |
| Wipeout | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | A state-of-the-art pop culture racer. |
| Wipeout 2097 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 10 | Far better than Wipeout - a stunning game. |
| Wipeout 3 | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 10 | Phenomenal futuristic anti-gravity fun. |
| Woody Woodpecker racing | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 3 | Lame, lame, lame kart game. |
| World C'Ship Snooker | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | A good crack, if you like that sort of thing... |
| World Cup '98 | 1-8 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 9 | Captures the hype of the event... But it's all over now! |
| Worms: Armageddon | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | A brilliant sequel that'll blow you away! |
| Wu-Tang: Taste The Pain | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Gang-bangin' four-player brilliance! |
| WWF Attitude | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | An entertaining and engrossing wrestle-fest. |
| WWF SmackDown | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Get angry in the ultimate wrestling game. |
| WWF SmackDown 2 | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Better than the original, but not a huge difference. |
| WWF Warzone | 1-4 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Again, nothing new, but it's decent enough... |
| X-Files (The) | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | A dated flick-screen concept, but compelling... |
| X Games Pro Boarders | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 8 | Good quality snowboarding game. |
| Xena: Warrior Princess | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | A strangely compelling old-skool beat 'em up. |
| Xenocracy | 1 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Not an epic, but still fun and engrossing. |
| X-Men: Children Of The Atom | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | The light arcade gameplay is lost in this conversion. |
| X-Men Vs Street Fighter EX | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Flashy and vibrant, but the Saturn wins this time! |
| X-Men Mutant Academy | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 5 | Utterly formulaic fighting sim. |
| YoYo's Puzzle Park | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | A worthy platformer from the golden age of 2D! |
| Z | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 7 | Hard as hell, but intensely rewarding. |
| Zero Divide | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | One of the first fighting games on the PSone but it's aged badly. |
| Zero Divide 2 | 1-2 | ● | ● | ● | ● | ● | ● | ● | ● | ● | ● | 6 | An average mech fighter with nothing original to offer. |

TOP 5 SHOOTING GAMES



1. Spider-man

With great power comes great responsibility and a cool game.



2. Rayman 2

Ooo lala, the French dude with the helicopter hair is the man.



3. Tarzan

One of Disney's best games for the PSone. He is the jungle king!



4. Toy Story 2

Buzz Lightyear and Woody the cowboy return to the small screen

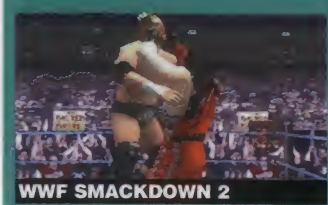


5. The Smurfs

The little, blue hippies have been floating around for years.

WWF SMACKDOWN 2: KNOW YOUR ROLE

What was that? You liked the first game? Well, *SmackDown 2* is just as good, and it's here in a big way to satisfy the hordes of wrestling fans with tonnes of characters and game modes, including multiplayer mayhem.





POWERLINE tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We feature the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located near the heading of the games featured here.
3. New and upcoming PlayStation games information.
4. PlayStation game of the month.
5. This month's Top 10 titles.
6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

POWERLINE

Australia

In Australia
call **1902 262 662**
Press 0
for the main menu
Press 1
to speak to a live member of
Team PlayStation
Press 2
for cheats heaven and have
your game code handy
Press 3
for new and upcoming
games information
Press 4
for PlayStation game
of the month
Press 5
for this month's top 10
Press 6
for information on
PlayStation peripherals

POWERLINE

New Zealand

In New Zealand
call **0900 97 669**
follow the instructions
Press 1
if you are a Power User
Press 2
for instructions on operating
the Powerline system
Press 3
to select a game by
product code
Press 4
to select a game by name
Press 5
for instructions on how to
connect your PlayStation
Press 6
to leave a message

happy gaming...



Syphon Filter 2

02285

In the in-game options menu, you can view two extra movies that you have unlocked during the game. To open them up you must play the game on Hard Mode. To get to Hard Mode enter the title screen and then New Game and press: **↑, SELECT, L1, R2, ■, ●, ✕**.

Finishing certain levels on Hard Mode unlocks bonus movies.

To Unlock Bonus Movie 1: Play on Hard Mode up to level six, United Pacific Train.

To Unlock Bonus Movie 2: Play on Hard Mode up to level 12, Industrial District.

To Unlock Bonus Movie 3: Play on Hard Mode up to level 17, Agency Bio-Lab.

To Unlock Bonus Movie 4: Complete the game on Hard Mode.

To access the Level Select cheat, pause the game, highlight the Map option, then hold **→, L2, R2, ●, ■, ✕**. Then, enter the options screen and choose the Cheats selection.

The following are details on Mission Secrets, and what they will unlock. Mission 1 Colorado Rockies: When you find the H11 crate in the cave near the waterfall ravine you will unlock the Colorado Rockies arena.

Mission 3 Colorado Interstate 70: When you get the binoculars out of the crate in the back room of the first tunnel you will unlock the Caves arena.

Mission 9 Pharcom Expo Centre: When you find the Girly Mag in the locker you will unlock the Pharcom Incubator Lab arena.

Mission 11 Moscow Club 32: If you kill all three bodyguards on the dance floor in the beginning, before they toss grenades, you will unlock the Disco Basement arena.

Mission 13 Volkov Park: If you can get to the first car before the agent blows it up you'll find a Biz-2 inside. This will unlock Surreal arena.

Mission 15 Aljir Prison (Break-in): If you can make it through the whole level without the crossbow you'll unlock the Aljir Prison Arena.

Mission 19 New York Slums: Find the Dirty Laundry in the washer in the burning building. This will unlock DC City Park Arena.

Mission 20 Slums District: If you make it to the top of the stairway in the parking garage you will find a crate with an M-79 inside. This will unlock the Syphon Filter 2 characters for Two-Player Mode.

Ready 2 Rumble

02333

To access the cheat codes for this slice of Platinum boxing fun, select Championship Mode from the main menu and opt for a New Game. Now enter the cheat code you require.

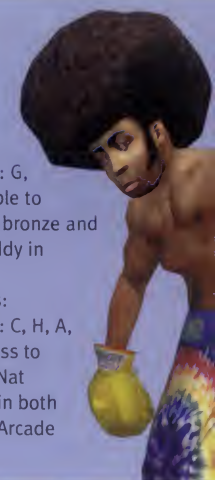
To get bronze class boxers: Enter the following letters: B, R, O, N, Z, E. You'll now have access to Kemo Claw, Bruce Blade, Nat Daddy, and Damien Black in Championship Mode. You'll also have access to Kemo Claw in Arcade Mode.

To get silver class boxers: Enter the following letters: S, I, L, V, E, R. You'll now have access to all the

bronze boxers and Bruce Blade in Arcade Mode.

To get gold class boxers: Enter the following letters: G, O, L, D. You will now be able to pummel away with all the bronze and silver boxers, and Nat Daddy in Arcade Mode.

To get champ class boxers: Enter the following letters: C, H, A, M, P. You'll now have access to Kemo Claw, Bruce Blade, Nat Daddy and Damien Black in both Championship Mode and Arcade Mode.





Ridge Racer Type 4

01706

Race a bird

To test your racing skills against a feathered adversary, when you reach the seventh track of the Grand Prix Mode, Heaven and Hell, press **←**, **→**, **→** during the countdown voiceover. When you begin the race you will see an eagle fly above your head. It flies the track from start to finish, and you can follow it, if you can keep up. It's very difficult to chase - it has a lap time between one minute 12 and one minute 13 seconds. Unfortunately, it doesn't appear on the replay.

Team cup races

Within Ridge Racer Type 4 there are several cups to win. Each is different and requires you to race using all four teams and both drift and grip cars. To win you must be placed first in every race, but the number of re-tries does not effect the outcome. The only trophy you can collect that does not require first place in each race is...

The Pac-Man Cup - received once you complete the Grand Prix Mode. The number of re-tries does not effect the result. If you run out of re-tries you have to switch off and reload a Grand Prix save to win the cup; you cannot simply reload a Grand Prix save without re-booting, as your PlayStation knows how many retries

you've raced.

The remaining cups are:

The Mappy Cup - win all races in Grand Prix Mode using the French Micro Mouse Mappy team, driving an Assuloto or Lizard drift type car.
The Wagyan Cup - win all races in Grand Prix Mode using the French Micro Mouse Mappy team, driving a Terrazi or Age Solo grip type car.
The Klonoa Cup - win all races in Grand Prix Mode using the Japanese Pac Racing Club team, driving an Assuloto or Lizard drift type car.
The Valkyrie Cup - win all races in Grand Prix Mode using the Japanese Pac Racing Club team, driving a Terrazi or Age Solo grip type car.
The Andore Genesis Cup - win all races in Grand Prix Mode using the Italian racing team Solvalou, driving a Terrazi or Age Solo grip type car.



To change the colour of your trunks: Before you select your character in Arcade Mode, press the **■** and **●** buttons at the same time to select an alternative costume. Running out of steam? Regain energy, by hitting **✕** **■** **▲** and

● repeatedly when you get knocked down. This will also work while your opponent is down on the canvas. Still having trouble? Get infinite stamina by hitting your opponent while holding the **R1** and **L1** buttons.

Q&A

Having trouble? Write to **PSM**

SHEEP

Q: I'm having trouble control the flock. They just seem to scatter in all directions.

Terry Wilson, WA

A: It's no good just running at your flock and hoping they'll go where you want them to, because, more often than not, the woolly ones meet an unpleasant end. Stealthy tactics are what's required. For a start, you're going to be hard pushed to complete a level at the first attempt, so take time to scout ahead and discover what perils lie in wait for your flock, and figure out how best to overcome them. That way, even if you run out of time, you'll know what to do next go. To effectively keep control of your sheep, walk behind them by holding down **✕**. When you've got your shepherd pointing in the appropriate direction, run at the sheep (using the D-pad) and they should go the way you're pointing. Stop and repeat the process when you need to change direction.

CRASH BASH

Q: How do I beat the bear boss in Crash Bash?

Lucy Forster, Qld

A: If you want to enjoy all the multiplayer levels in Crash's latest party piece, you'll have to complete Adventure Mode first. After playing through each level's mini games, there will be a boss to face. Polar King is a tricky one. There are three things to consider

when you face him. First, Polar will fire missiles that partially destroy the platform you're on - stay in the bottom-right corner to avoid being blown off.

Then you'll be chased around by robodogs. A timer sounds when they're preparing to fire a missile, so as the beeps get faster, dash out of the way using the **■** charge button. Now you can fire back - line Polar up in your sights and fire by pressing **✕**. Repeat several times to finish him off.

BLADE

Q: Some general staying-alive tips for Blade would be greatly appreciated.

Richard Hurst, Vic

A: For a vampire slayer, the eponymous hero of Blade is surprisingly weedy. It's vital to keep your health bar near max. Hold **L2** to pause the game while you top up - make use of this during combat. It's also important to know what species your enemy is and choose your weapon accordingly. First, press **R2** to auto-target the foe. A coloured gauge in the top right-hand corner of the screen indicates the variety of enemy and how much health they have. Red means a vampire and these are best defeated using the silver sword. Human henchmen (green) carry automatic weapons and it's best to fight them with guns, using **R2** to target and **✕** to fire. Zombies (yellow) are slow-moving so it's easy to avoid them if you're running low on ammo, or a few close-range shotgun blasts should suffice.





MEDAL OF HONOR **downloading**

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OFFICIAL
SOLUTION!

Part 2 Medal of Honor: Underground

Last month *PSM* guided you deep into Nazi territory. Now it's time to deal their evil war machine a savage blow to its war-nuts. As we reach the final part of our mammoth solution, the Nazis are on their knees and close to collapse...



Level 15: Roundabout

Objectives:

Disable Guard Tower
Destroy Supply Trucks
Destroy Supply Depot
Locate Crypt Entrance

- Using your pistol, shoot one of the guards (1) in the head then, while his mate is dashing about, hit the one in the guard tower. With all three dead search between the trees for much-needed ammunition.
- Where green foliage blocks your view (2) bear in mind it does nothing to hinder your opponents and they'll

often shoot through it, taking you by surprise. Run back and let them come to you or, if you're yet to be seen, dash through it so you can see where the enemies are. At the junction go left (3) and take the bullets you find. Shoot the guard on the other side of the fence (right of the junction) and grab the medicinal pouches on the wall before rushing around the corner and shooting the soldiers there.

- As you come to the clearing, get out your machine gun and shoot all the soldiers to your right. Proceed

with caution as more will appear and when the first of the trucks come into view, fire two rockets to disable it. There are a number of these, all protected by a small number of guards. Don't let the trucks get past you though, otherwise the mission will be aborted. There are two medikits in the trench that are a godsend here. Get it before going through the small path opposite the fence.

- Another group of trucks are just ahead, though you have more time now to shoot the guards before dealing with the convoy. Use

grenades but remember they'll explode on impact, so throw and run backwards to avoid being hurt.

- The boxes outside the small bunker are the supplies you need to destroy so, once the soldiers have been eliminated, keep firing until they blow. A second stash is around the back of the building. The guard tower is in the corner and all you need is to tap ■ to set the explosives to disable it. As for the crypt entrance there's a hidden path (4) behind the small bunker that leads to it.



Keys:

- Supplies
- Guard Tower
- First Aid Kit
- Truck





downloading MEDAL OF HONOR

Level 16: Prisoners of War

Objectives:

- Free Captain**
- Rescue Prisoners From Cells**
- Protect Captain**
- Destroy War Room**
- Eliminate Command Staff**

● Strafe left to get off the ladder you're standing on and get ready to tackle the two guards coming down the stairs. Shoot the guy standing outside the interrogation room (1) but don't free the captain yet. Go left and take the right turn, then shoot all the Nazis in the storage room on the left.

● Run through the rest of the level nullifying the Nazi threat, being careful in the long corridor where they come from the small side passage and surprise you. At the top of the stairs (2) wait a moment and two soldiers will appear to challenge you. Kill them and their comrades then go back to the interrogation room.

● Smash the glass and kill the officer behind it, then prod the captain to get him up out of his chair. He will go to all the cell doors in turn and unlock them, but you must ensure that the Nazis who appear do not hit him too many times. Inside most of the cells is a medi-kit, usually hidden under the bed.

● The War Room is hidden near the end of the level, just turn right at the top of the stairs leading into the large corridor and tap ■ in front of the large painting to open the hidden door. Go down the first few and shoot the officer, then the rest of the command staff who appear. Walk down into the War Room and throw a grenade to demolish the place. And don't stand too close! More enemies will appear back up in the corridor (3) so kill them to make a path to the exit.



Keys:

- Captain
- Nazis
- + First Aid Kit
- War Room





Level 17: Mayhem in the Monastery

Objectives:

Locate Quartermaster Ledger

Destroy Munitions

Destroy Supplies

Destroy All Half Tracks

● This level is the toughest so far, so take things really slow and don't use health packs unless you absolutely need them. From the start, move forward and shoot the guard walking away from you (to your right). He'll turn around in a second, so be quick. This should attract a few more, then it's a case of cleaning up the two on either side behind pillars and the two at the back.

● The Half Tracks are more dangerous than their bigger brothers as they rely more on bullet fire than the slower, more damaging shells. Run forward into the area and shoot the guard to your right then dash back for cover. One or two more guards appear, so kill them before trying to knock out the tank with your Panzerfaust. Hold your position and fire when it's in your sights. You only have a moment before it starts firing back at you, so launch your missile and duck behind cover, then repeat. Go back to the alcove you passed in the corridor (1) and use the medi-kit if you took substantial damage.

● At the top of the steps are two more soldiers. Draw them out and knock them down. At the end of the corridor fire a few shots from your noisy machine gun then start backpeddling as the two Nazis lying in wait for you reveal themselves. There's a another medi-kit off to the right.

● On the walkway (2) grab the attention of the guards around the corner then run back and kill them as they round the corner. There will be two more emerging from the darkness, so be ready. Several officers await inside the building.

● Clear the area ahead of soldiers before crawling through the gap and using the gun to destroy the Half Track. Or you can blow it up by waiting in the doorway for the tank to roll into the boxes, then shooting them until they explode. If nothing else, this will deal some damage. The narrow gap leading into the building has guards on either side and a couple round the corner too.

● The hardest task of this level is just ahead (3). Go just past the ladder and shoot any soldiers you see without moving past the wall. Then aim high and throw a grenade over the wall to kill the guy on the other side. Retreat back and shoot anyone who comes after you, then make sure you have a good deal of health before rushing past the wall along the right-hand side. A soldier has got control of a gun emplacement poised on the lower wall and will spray you with bullets as you run, so keep moving and shoot him. Quickly run back and climb the ladder to find another machine gun emplacement - take aim and fire on all the soldiers that keep appearing, in particular those that approach the machine gun on the low wall.

● Crawling through the gap behind the lower wall, you emerge in a large room - the ledger is on the floor in front of the large blue doors. As for the Half Track, you'll need to kill the guards first, then fire on it from the corridor. Be careful not to blow yourself up.



Keys:

- Supplies
- First Aid Kit
- Ledger
- Half Tank





downloading MEDAL OF HONOR

Level 18: Plans for Destruction

Objectives:

Find The Explosives

Get The Plans For The Factory

Activate The Generator

Activate The Train

● Many of the guards along this route (and the rest of the game) have flak jackets underneath their uniforms, making head shots even more essential than before. The shotgun is powerful but only at close range - use another weapon to kill snipers dotted both at the beginning and throughout this mountainous region.

● To get inside the tiny metal hut that contains the backpack (1), go up the slope opposite and take hold of the heavy machine gun. Point it down at the soldiers running towards you and pump bullets into the barrels of petrol until they explode. You may now retrieve the bombs.

● At the signpost (2) go left and take the field surgeon packs high up near the door to the factory, then use the ladders to climb up the steeper parts of the mountain. Ahead of you will be a winding slope heading upwards. At the end of this, you'll find your contact who has the plans of the factory. Follow him down the mountainside and provide cover fire against the Nazi soldiers who will attack.

● At the beginning of the mountain trail (3) be on guard against snipers and hunters, then over the bridge explode the barrel to reveal a health item. In town, advance slowly along the left-hand side. First you must turn on the generator then, from a distance, hit the guys behind the barricade and make your way inside the largest building (up the steps) to the tram.





Level 19: Sabotage

Objectives:

Find Control Room Key
Activate Door Controls
Destroy V1 Machines
Destroy V1 Stockpile

- To find the control room key, take out the Nazi guards in the first area and head to the end of the corridor and left. Advance slowly so as to avoid being caught by the guards hiding behind the corners. One of the guys near the barracks has the key (1) and will drop it when persuaded with a few bullets.
- When you find the control room (2) open the silver door with your key and push the button inside. Wait for three guards to come and find out who's playing with the controls and drop them. Head on through the left-hand door and eventually you'll find a small shaft that you can crawl through to three V1 machines. Bomb them.
- There is another door that opened nearer the beginning (3) after you crawled through the ventilation shaft (before the narrow corridor). This area houses three more V1 bomb

manufacturing machines, but you'll need to kill the few guards here first. Bomb the machines in order, then wait near the third and kill the security men as they charge in to attack. Pick up any supplies and go back to the control room.

● The right-hand passage leads to a long winding corridor. There is a very useful field surgeon pack at the start of it and, more importantly, at the end are the final three V1 machines. Destroy them and take the lift up to the higher level.

● At the top, kill the single soldier and open the door, running back to hide behind the wall as the rest charge towards you. Go left. If you need a couple of health packs, then run right to clear out the final groups of soldiers. There are a number protecting the stockpile of bombs. Take them out by luring them back towards you around the corner. With these guards dealt with, drop the explosive charge in the storage room and run to the dark, bricked tunnel you passed moments earlier (4) to escape.

Keys:

- V1 Machine
- Lift
- V1 Stockpile
- Door controls
- Key
- First Aid Kit



Level 20: Sidecar Shootout

Objectives:

Destroy First Launch Site
Destroy Second Launch Site
Exit Town

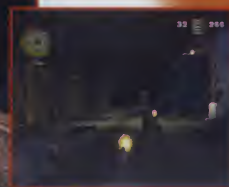
- A relatively short and easy level, this is also one of the most enjoyable! Right from the start you're under attack, so kill the guard straight ahead of you then take out his friends off to the right. There are more sentries among the trees and some ammo in the corner. The bike is just off to the left (1) at the beginning of the road.
- As you ride alongside your comrade, hold down the fire button and keep those bullets churning out of the mounted gun, spraying the road from side to side. The crates and barrels can be blown up to kill surrounding soldiers, keeping them off your back as you ride past. Where the road has been destroyed (2), your buddy will rev the engine and you'll sail over it.
- At the first launch site (3), shoot the few soldiers protecting it and collect the health packs from around the area before planting the bomb and running

back to the bike. There is minimal resistance in this section so you shouldn't really need the medi-kits at all.

● Speed to the second V1 bomb launching site (4), killing as many soldiers as you can. Continue to hold down the fire button as you ride. Keep hitting the crates, barrels, and outposts then blow up the second bomb launcher. More guards await and they will do a lot of damage unless you advance slowly. Once you've finished off the final set of launching equipment, hop back on the bike and ride to the edge of town.

Keys:

- First Aid Kit
- Launch Site





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Level 21: Final Uprising

Objectives:

Find Petrol Bomb Cache

Destroy All Half-Tracks

Neutralise Prefecture Guards

Enter The Paris Prefecture

● As the road goes left, use the rifle to hit the guy on the corner, then pick up the explosives for use later. There are two more soldiers on the bridge, either stand and shoot or lob a petrol bomb at them (careful they don't lob it back!).

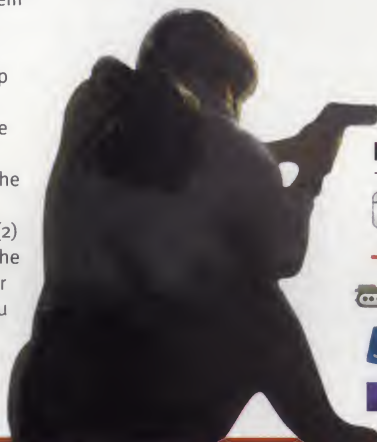
● Walking between the houses watch your back as soldiers jump out at you. There's health and ammunition behind the barricade (1) at the end of the street.

● Where you can walk through the alley or along the small path further ahead choose the latter (2) and clear out all the snipers on the balconies. Check the alleyway for medi-kits, but only take what you need.

● The first of the half-tracks is hard, so use the pillars (3) to shield yourself. Make sure all

the nearby Nazis are dead before you use petrol bombs. Aim high and hold fire to power up your throw. Use the same tactic for the second half-track.

● Before the end of the level (4) the last few soldiers attempt an all-out assault to stop you. Two of them jump out of the window on the left. Turn and fire at the barrel they land behind to kill them off. The exit is ahead on the left.



Keys:

- Petrol Bomb**
- First Aid Kit**
- Half Truck**
- Guard**
- Prefecture**



Level 22: Street by Street

Objectives:

Neutralise Barricade

Guards

Find Subway Map

Enter Marketplace

● The guys in blue are your pals. With their help, kill the Nazi in the alley then shoot the sniper high up in the next street and take out the guy on the right.

● Descend the stairs and take the underground passage to the first barricade (1). Quickly step out and fire at the machine gun shooter. Kill the one who takes over, then run forward and kill the rest. A soldier will appear on the balcony but a comrade appears to save you.

● At the second barricade lure the guards around the corner to kill them then dash behind a piece of furniture and crouch. Fire wildly with your assault rifle at the guy behind the gun to catch him

out. Kill everyone, then shoot the driver of the motorcycle and sidecar.

● In the squared area (2) go up the staircase and help the guy there using your rifle. In the square, defeat the pair of Nazis, then the rooftop snipers, before going into the building on the left.

● Crawl through to an alley and throw a petrol bomb at the bar. Kill any soldiers and go right (3). Take the right staircase and, as you emerge, shoot the sniper before shooting the final barricade guards. Hop over the sandbags you just passed and enter the marketplace.

Keys:

- Map**
- First Aid Kit**
- Barricade**





Level 23: Operation Market

Objectives:

Find Panzerfaust

Meet Contact

Escape Into Subway

Tunnels

Stop The Tanks

● Approach your contact then quickly retreat to the house opposite the alley - your contact is in fact an

enemy agent and you've been double crossed! From inside the doorway shoot the guard who jumps down from the house opposite and then switch to the Panzerfaust. Use it to destroy the first, second, and third tanks (1) (for additional shells run back to your 'comrade'). More soldiers will appear but they're no real problem to get rid of.

● Around the corner (2) run quickly into the building on the right as a plane flies overhead, spraying machinegun fire all over the road. Once the danger has passed, quickly take out the guards but be cautious as some have rocket launchers!

● Carry on through the tunnel to a clearing where you'll find a tank (3) flanked by two soldiers waiting.

First, shoot the third guy with the rocket launcher to your left, then use the panzerfaust to knock a few dents into the tank. With this done, head up the steps and kill the guards up top before making a dash to the subway.

Keys:

- Panzerfaust
- Tank
- First Aid Kit
- Contact



Level 24: End of the Line

Objectives:

Get Train Schedule

Unlock Train Doors

Divert First Train Track

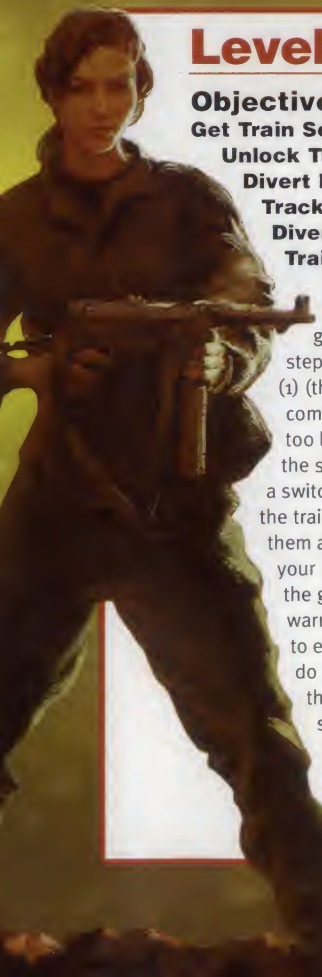
Divert Second Train Track

● Clear out a few guards from the steps at the beginning (1) (they will keep coming so don't wait too long) and rush up the stairs on the left to a switch. Use it to unlock the train doors opposite. Open them and shoot the guys to your left before picking up the goodies to the right. Be warned that soldiers will try to enter the car while you do this. Walk right up to the locked door in the smaller compartment and try to open it. The train will start to move, and soon this door will unlock

leaving you to shoot at a few soldiers. Make your way through the train and, once you step off, run right to kill a few soldiers at the top of the stairs and throw the lever. Don't forget to pick up the train schedule. Run back down the steps and across to the other side of the platform (2). Open the gate and enter the small control room you find on the next platform - throw the lever, watch the Nazis panic as the two trains collide and enjoy your victory.

Keys:

- Switch
- First Aid Kit
- Schedule





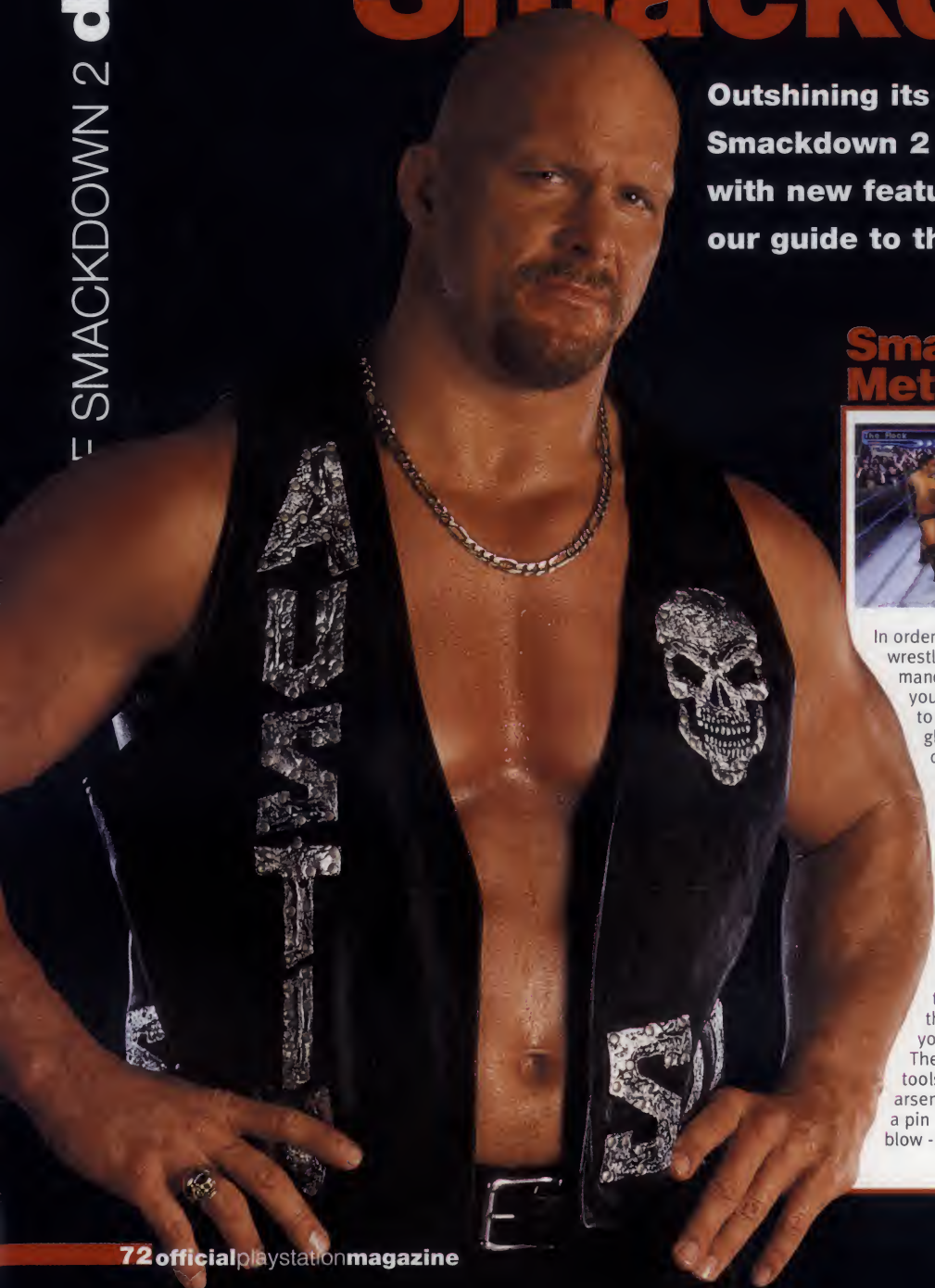
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SMACKDOWN 2 downloading

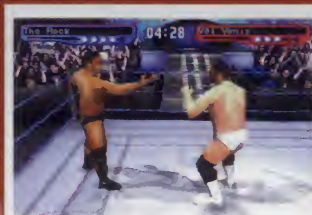
WWF Smackdown 2

OFFICIAL SOLUTION!

Outshining its already-brilliant predecessor, Smackdown 2 swaggers into the ring dripping with new features. Get ready to grapple with our guide to the toughest wrestling sim to date



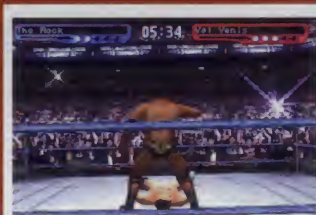
Smackdown Meter



In order to pull off your wrestler's trademark manoeuvre, you'll need to get yourself pumped up enough to earn at least one white globule. As you perform different attacks, the bar underneath your character's name grows, changing into a white sphere when full (you can have up to five of these). When your victim is in the correct position, usually standing and dazed, the word "SMACK" will appear and it's at this time that you should tap the **L1** button to execute your trademark move.

These are the most powerful tools in your wrestler's arsenal and if followed up by a pin - or a second trademark blow - the match can be yours!

Characters



The Rock

With a mixture of quick and strong attacks, The Rock is highly versatile.

Best moves

Running Neckbreaker: While

running, tap **●**

Slide Into Bulldog: While running,

tap **■** to slide behind your

opponent, then run and tap **●**

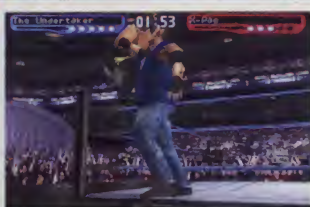
The Rock Bottom: When your opponent's dazed, face them and push **←** and **●**

Finishing move

People's Elbow: While your victim's on the canvas, hit **L1**.



Characters



The Undertaker

One of the toughest wrestlers in the WWF.

Best moves

Running DDT: Hit ● while running
Tombstone: When your foe's dazed, hit ↓ and ●
Pump Handle Into Running Powerslam: Stand behind your opponent and press ↓ and ●
Chokeslam From Top Rope To Outside: When your opponent's in a corner, hit ↓ and ●

Finishing move

Last Ride: When your opponent's dazed, face him and press L1.



Kane

Big and powerful, Kane's lack of speed is his only shortcoming.

Best moves

Running Lariat: Running, press ↓ and ✕
Tilt-A-Whirl: Throw your opponent to the ropes, then hit ↑ and ●
Choke: Facing your opponent, press ↓ and ●
Tombstone: When dazed, tap ↓ and ●

Finishing move

Chokeslam: When your opponent's dazed press L1.



Triple H

A powerhouse but with agility to boot, Triple H's repertoire boasts some excellent high-risk manoeuvres. One deadly combo is the Flying Knee followed by the Pedigree.

Best moves

Flying Knee: Press ✕ while running
Spear: While running, press ↓ and ●

Knee Smash: Throw your opponent to the ropes, then press ↑ and ●

Finishing move

Pedigree: When your victim's dazed, hit L1.



Rikishi

The biggest dancing sumo around, Rikishi isn't a guy you'd want to tango with. The driver of that car, he's the man Stone Cold Steve Austin would like to finish off in a Casket match. The Choke Toss is one of the most impressive manoeuvres in the sumo's repertoire and can even be used to throw opponents out of the ring. The 3D Imitator is a little tricky to pull off but has to be seen to be believed.

Best moves

Choke Toss: Press ↓ ← and ●
Banzai Drop: Climb corner post, then hit ✕

Belly To Belly Suplex: When your opponent's dazed, press ↑ and ●
3D Imitator: When your opponent's dazed, press → and ●

Finishing move

Rikishi Driver: When your victim's dazed, hit L1.



Tazz

He made the jump straight from the ECW to the WWF and on his debut Tazz impressed everyone with his perfect suplex abilities, along with his brute strength and sheer determination. Similar to Kurt Angle in that he's got lots of upper body strength and relies on one basic type of move, he won't be broken down easily.

Best moves

T-Bone Suplex: Press ← and ● when facing your opponent
Overhead Suplex: From behind your opponent, press → and ●
Mounted Punches: When your opponent's lying face up on the canvas, move to their head and push ← and ●

Finishing move

Tazz-Mission: When your opponent's on the floor, move to their upper body and push L1.



Kurt Angle

The Olympic Champion, and a superb athlete. He's a more traditional kind of fighter, using his strength to full effect. He uses throws and slams, relying on pure wrestling skill and not on high-risk attacks as so many others do. Granted, he's boring to play as, but if you're looking for reliability, Kurt is your man.

Best moves

Tackle From Behind: Face your opponent and press ↓ and ●
Double Arm Suplex: Press → and ●
German Suplex: From behind your opponent, press → and ●
Foot Chokehold: When your opponent's slumped in a corner, press ← and ●

Finishing move

Olympic Slam: When your opponent's dazed, press L1.



Chris Benoit

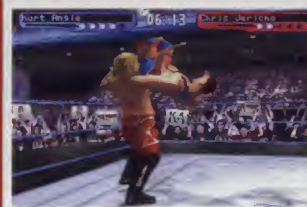
Entered the WWF as the leader of a group of ex-WCW wrestlers wanting a chance to shine. After a decidedly dodgy tournament, they were meant to leave the area but Chris Benoit had other ideas. He's one of the better characters in the game with plenty of impressive moves.

Best moves

Diving Headbutt: Climb the corner post and press ✕
Double German Suplex: When your victim's dazed, get behind them and press → and ●
Neck Vice: When facing your opponent, press ↑ and ●
Drop Onto Knee: Press → and ●

Finishing move

Crippler Crossface: When your opponent's dazed and facing you, press L1.



Chris Jericho

Jericho takes time to master fully but once his full potential is realised he can be an extraordinary fighter. His most impressive move has to be the Double Arm Suplex Into Kneebreaker, where your opponent is dealt a double blow. Take time to get accustomed to his ways and he'll develop into a class fighter.

Best moves

Triple Hit Combo: Quickly press ✕, ✕, ✕
Double Powerbomb Into Pin: When your opponent's dazed, press ↓ ← and ●

Double Arm Suplex Into

Kneebreaker: When your opponent's dazed, press ← and ●

Finishing move

Walls Of Jericho: When your opponent's face down on the canvas, move to their lower body and press L1.





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Characters



Xpac

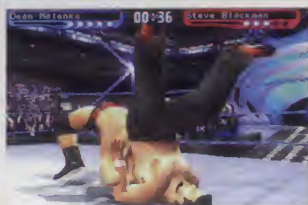
He once was the 1-2-3 Kid, but a quick session with an image consultant turned the young starlet into a funky bad ass rocker. Xpac is one of the most agile wrestlers around but also one of the weakest, hence his reliance on flashy kicks and flips instead of throws and slams.

Best moves

Eye Rake: When facing your opponent, press **↑** and **●**
Tornado DDT: When your opponent's dazed, face them and hit **↑** and **●**
Fisherman's Suplex: When your opponent's dazed, hit **↓** and **●**
Gut Punch To Spin Over To Backdrop: When your opponent's dazed, **←** and **●**

Finishing move

X Factor: When your victim's dazed, hit **L1**.



Dean Malenko

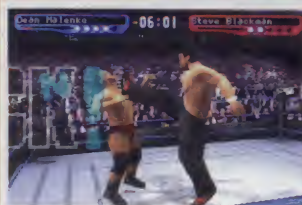
A smooth-looking fighter, Malenko has several good moves - the Kneebreaker being one of the best in his repertoire of attacks.

Best moves

Kneebreaker: When facing your opponent, press **↑** and **●**
Double Arm Suplex Into Pin: When behind your opponent, hit **↓** and **●**
Sleeperhold: Throw your opponent to the ropes and press **●**
Drop Onto Knee: When your opponent's dazed, press **↑** and **●**

Finishing move

Double Arm Slam Into Boston Crab: When your victim's dazed, face them and press **L1**.



Steve Blackman

The weapons master, you'll often find him training out back in an effort to enhance his skills. He's more of a martial artist than a wrestler, which makes a welcome change if you're getting bored with the same old moves.

Best moves

Flying Headbutt: When running, press **↓** and **×**
Knees To Head: When your opponent's dazed, press **←** and **●**
Trip: Press **↓** and **●**
Trip Into Armbreaker: When your opponent's dazed, press **↓** and **●**

Finishing move

Snapkick: When your victim's dazed, hit **L1**.



Lita

The lovely Lita, always up for a little rough and tumble action in the ring. Not especially strong, she has a few flash, high-risk manoeuvres that are painful for her opponents!

Best moves

Body Splash: While running, press **↓** and **↓**

Fallaway Slam: Stand behind your opponent and press **←** and **●**

Frankensteiner Into Pin: While running, press **↓** and **●**

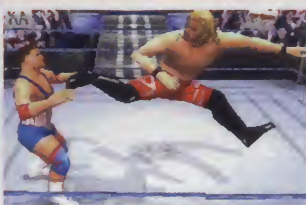
Double Dropkick To Head: Press **↑** and **●**

Arm Flip: When your opponent's in the corner, press **↓** and **●**

Finishing move

Feminine Touch: When your foe's dazed, hit **L1**.

Manoeuvres



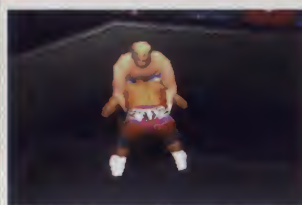
Punches and Kicks

Strikes are a good way of softening up an opponent, and for keeping grapple-friendly foes away from you. Each wrestler has a different set of standard attacks and which ones you perform depends on what direction you're pressing on the D-Pad. With just about all of the characters, holding **→** while pushing attack performs a weak but fast strike, while **↑** does a much stronger yet slower move. Each character is different, so experiment. The trick is to keep your composure when you have a hulking 300lb guy charging in your direction and then make sure you perform the right attack!



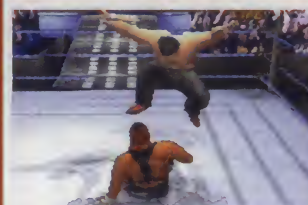
Grappling

This is where the big moves come into play. When you're close to your opponent, tap the button in conjunction with the D-Pad and your wrestler will put your enemy into a headlock/chokehold/suplex or other hold, which does a lot more damage than a punch or kick, and looks very cool. It's the best way to weaken your opponent. But don't think you're limited to just a few manoeuvres, as you'll pull off even more if you stand behind your opponent, or if they're slumped against the corner post (either facing you, or away).



High-risk Moves

To pull off the really top moves you need to stun your opponent. This is done by pummeling away until they fall down and then picking them up onto their feet. As they stand there, swaying from side to side, perform a grapple move from either in front or behind and watch the pain as your fighter goes for the killer blow! As well as battering your opponent for a big finish, they look a lot more impressive than normal moves. You won't be able to do these until your opponent is weakened, however, so don't attempt them early in a bout.



Ground Attacks

With your rival floored, you have a number of options available - a leg drop or similar strike, or a grapple move. The grapple moves are usually submission holds or short attacks targeting specific body parts, while the stomps and elbow drops tend to do a little more damage but are slower. You can secure an extra hit on a weakened fighter before you go for a submission hold by executing a head stomp or elbow drop, as long as you're quick with your next move. Of course, for major damage you'll need to floor them with a big move then climb the corner post to perform an aerial assault!



Manoeuvres



Taunting

Whether it's to raise your Smackdown Meter or just to goad your adversary, taunts are a great way to excite the crowd and boost your confidence. The easiest time is when your opponent is outside the ring (usually running away or thrown off the Hell In The Cell), or has been stunned or otherwise incapacitated. Get a mate in and as they lie, waiting for your finisher, hit the taunt and hear the crowd roar in approval as you stand over your weakened opponent. Be warned though, if you get hit when you are taunting, it won't do you any favours at all, making you look completely stupid and foolhardy.



Throw to Ropes

A very useful move this, as by throwing your opponent to the ropes you can pull off manoeuvres such as Kane's Tilt-A-Whirl. Without touching the D-Pad, hit the grapple button then push the direction you want your enemy to be sent running in. As they bounce back from the ropes, press grapple or strike to perform your wrestler's own move. If you push diagonally on the D-Pad you'll throw your opponent into one of the corner posts. From here you can do different moves, such as foot chokeholds, but the most spectacular are the top-rope moves, like suplexes. Try hitting grapple while your victim's slumped against the post.



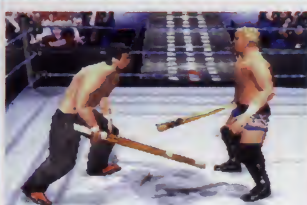
Running Manoeuvres

These are very useful especially against human opposition as they're quick and can stun easily. Press run and your character will go for your rival, no matter which direction you're facing, then use grapple for an attack or pin move (you may have to use the D-Pad as well). The strike button, whether used on its own or in conjunction with the directional controls, will, in most cases, provide an instant knockdown. Use running moves at close range to catch your opponent off guard as it leaves them little chance to react.



Side Stepping

There's a handy trick you can use to infuriate opposing players who play cautiously or dash forward too much. As you square up to each other, double-tap the D-Pad in their direction and your fighter will hop two steps forward in an instant, taking them by surprise. For those who persistently run at you and perform their knockdown attack, there's this trick: double-tap any direction away from your assailant at just the right time so they fall on their face. Quickly perform a grab move and repeat the process until your opponent gets tired of the charade.



Weapons

To really liven up the proceedings, pick up a weapon from outside the ring. If you can't find a sledgehammer or four-by-two, don't worry - use a table or the stairs instead! Press **R1** to lift the item off the floor and then attack using the strike button. An added move is that you can throw weapons at your opponents, which lets you attack from a distance. Weapons limit your moves to all but the simplest strikes, so it turns into an all-out brawl. But remember, two can play at that game...

Reach

Certain wrestlers have a slightly greater reach than the others, meaning that you can perform a move from distance and your player will step forward to grab his adversary. This is great to use against unsuspecting fighters and especially effective when backing away - stop and tap the buttons quickly for the move.

Rope Break

This can be very frustrating, as the referee will make you release your pin or submission hold if your opponent can grab the ropes. The only way to avoid this happening is to keep the fight away from the edges when you want to wrap up the match. This is especially important when applying your finishing move.

Breaking Submission Holds

As your player tires you may find yourself in a stranglehold and struggling to break free. It's the most humiliating way to be defeated! This is the time to hit those buttons in a panicky fury because if the move isn't broken in time, you may find yourself giving up and begging for mercy!

Blocking

Although blocks aren't necessary until you're fighting against much tougher CPU opponents, blocking does make a difference against human foes when it comes to trading blows. Unfortunately you can't block grapple moves (running or standing), so this is more of an expert's tool as you have to react in an instant.



Pinning

An essential skill, the first rule of pinning is never pin an opponent when they're against the ropes as the referee will break the hold. The best chance you have of gaining a pinfall is right after your trademark manoeuvre since this is the strongest attack you have. This makes it especially important not to use it when near the ropes, as you can't follow up with the pin immediately afterwards.



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Special Matches



Casket

To win this brutal fight you have to wrestle your opponent into a coffin and slam the lid down on him. Start by sliding outside the ring and chucking the casket into the squared circle - this'll make the match a lot easier, especially as you can use it as a weapon to smack your opponent! The simplest way to get your foe into the casket is by kicking or punching them, weakening them so they're ready to be locked away. Then once they've stumbled and are struggling to get out, go for a move such as the leg drop or a piledriver. Make sure it's a strong move because they won't stay in there for long.



Hell in a Cell

Some of the most violent matches you're ever likely to witness come from this scenario. And most psycho of all are the scraps on top of the cage. You can get there by running into any of the centre side panels, then into the cage itself to climb up. As your enemy follows you up on top, simply punch or kick them back down onto the hard floor. It's an extremely effective tactic against computer players. Another exciting aspect of Hell In A Cell matches is that both wrestlers eventually crash through the cell roof and back onto the canvas. Now you're in a great position to pin your foe after the damage that's been inflicted.



I Quit

Get your opponent to throw in the towel! Soften them up in the ring with a few quick moves, then take the fight to the backstage area. Follow the red arrows and watch them turn blue as you floor your enemy, giving you a chance to nip into another area of the complex. In each area you'll find equipment to help you, but the most important is the microphone. It can be used as a battering club or an attacking projectile. Once you've floored your wrestler, stand over them with the mic in your hand, and tap the grapple button. Your wrestler will sit on your foe and stick the mic to their face until they give up. Now that's the way to win!



Special Referee

Never hit the referees, not unless you want decisions to go against you (let alone a few stray punches!). If you happen to "accidentally" knock down an official, hop outside the squared circle to avoid their wrath, but be aware that they may decide to count you out a little faster. Their grudges aren't permanent, though, and with time their tempers will cool and their counting returns to normal. A great technique to try is sandwiching the ref between you and your opponent, tricking them into hitting the official.



Cage

One of the old-style setups, the first person to climb out of the huge cage wins the match. Unfortunately it's not all that easy a task as your opponent has to be smacked around before they stay down for long enough, but make use of the cage itself as you can throw enemies into it. Use the cage as a weapon, smack your opponent off the side or climb up and drop an elbow off. Keep taunting whenever possible to raise your Smackdown meter and - providing your character doesn't go into a pin or submission hold - begin your climb immediately afterwards.

TLC Match

A TLC (table, ladder, chair) match will be offered in your first season of Career Mode and is incredibly violent and hilarious. Pick up anything you can to use as a weapon - stairs, chairs etc. Chuck everything you can inside the ring for an all-out brawl, or take it outside for a little ringside fun. The most humiliating thing you can do in this scenario is to put your enemy through a table - punch them when standing next to one and they'll fall onto it. Hit grapple to climb on them and perform a piledriver to send them through the furniture! Or, if they're out cold, set the ladder up and use the height for an extra-nasty elbow drop.

TLC Challenge

Think you're the toughest around? Well for a spectacular crowd-stunning attack during a TLC Match, hit your opponent onto a table, then perform an aerial assault from the ladder inside the ring! This takes a lot of practice but is especially humiliating.

Slobber Knocker

A kind of 'survival' mode, the Slobber Knocker is just you against one opponent, who is then replaced by new blood once they're dealt with. The adversaries you face are, in fact, weaker than they would be in a standard one-on-one match, but still just as dangerous. Because of this difference in stamina, you should attempt pinfalls much more often as it's quite possible you'll get lucky (high-risk manoeuvres into pins are best). Since you're facing many opponents, be sure to gain as many special moves as possible through your Smackdown meter, and against weaker characters such as Road Dogg and Xpac using two special moves in a row

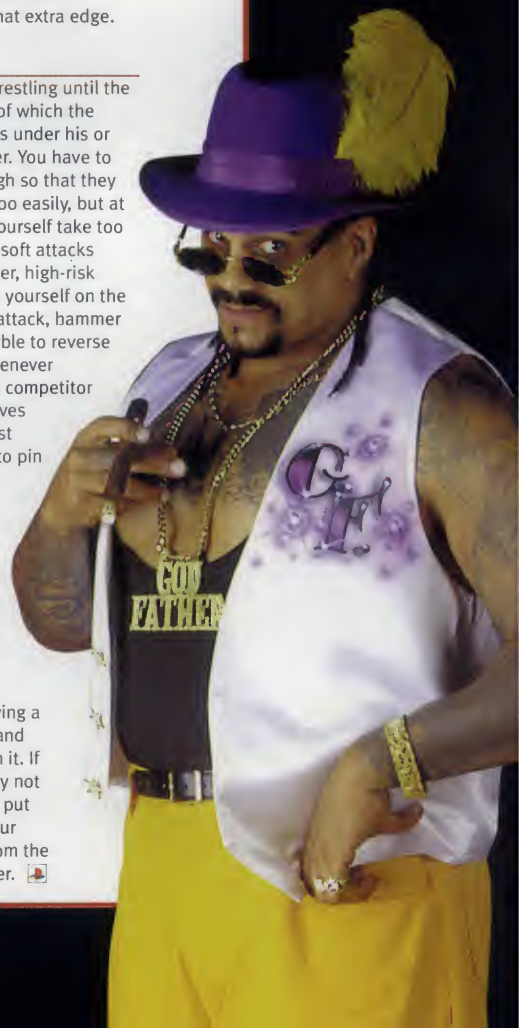
can get you an easy KO! Finishing moves are also essential for the later enemies when you're exhausted and need that extra edge.

Iron Man

In Iron Man you must keep wrestling until the timer runs down, by the end of which the wrestler with the most pinfalls under his or her belt is declared the winner. You have to weaken your opponent enough so that they can't break out of your pins too easily, but at the same time you can't let yourself take too much damage. So, start with soft attacks before hitting them with harder, high-risk manoeuvres. Should you find yourself on the receiving end of a sustained attack, hammer the buttons as much as possible to reverse any moves you can. Taunt whenever possible as well, because the competitor who has the most special moves available is often the one most likely to succeed. Always try to pin after using them, as you're almost guaranteed a pinfall.

Table

It may seem simple after the antics in TLC matches but it takes a lot more work before you can send a wrestler through a table in this mode. Weaken them for a good ten minutes at least before throwing a table into the squared circle and trying to smash them through it. If you're near a corner post, why not try an aerial assault? Or even put both tables in the ring, lay your opponent on one and leap from the other for a spectacular finisher.



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downloading ON THE DISC



This month we've managed to bag a whacking eight playable demos and a couple of fantastic vids too. There's a heap of footage from *Tomb Raider Chronicles*, including the cinema trailer. Playable favourites include *Chicken Run*, where you're called upon to assist in a coop breakout, *Time Crisis: Project Titan* that's sure to get you dusting down your G-Con, *Bugs and Taz*, *Frogger*, *Asterix*, and *Ms Pac-Man* to name but a few.



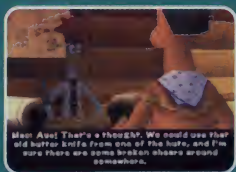
Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to this address (left) and we'll send you a replacement.

Chicken Run

Publisher Eidos **Genre** 3D adventure
Program Playable demo



Fowl play is afoot and it's up to you to guide Ginger, one of nature's bravest hens, through the dangerous territory of the yard and escape the coop. Stealth plays a big part in the game and you have to sneak around and elude the farmer's dogs. If you come across any sprouts chuck 'em when spotted and the mutts will be distracted enough for you to sneak away. You have two objectives, one is to collect the equipment necessary to make the wire cutters and the other is to collect the fireworks and matches. Once you've completed these objectives within the set time limit, you'll get to play a game where you have to assist the other chooks.

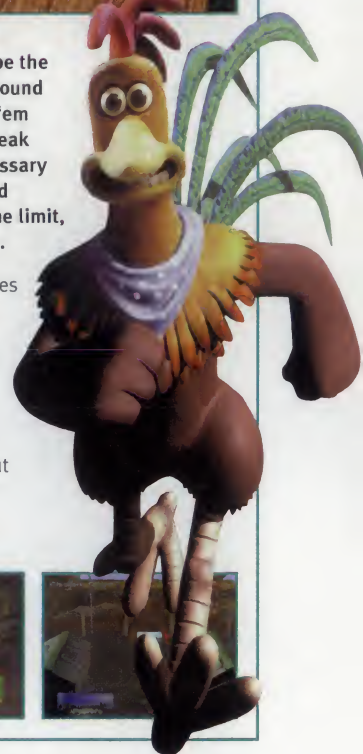
Controls

- × Jump
- Action
- ▲ Inventory
- Throw sprout
- LI R1 Rotate

Combining platform adventures with stealth, puzzle solving, sub-games, video clips and super bosses.

Further information

PSM took a peek through the parsons nose and checked out *Chicken Run*'s giblets in last issue's review.





Time Crisis: Project Titan

Publisher SCEE **Genre** Shoot 'em up
Program Playable demo



It's been quite some time since the original Time Crisis game appeared on the PlayStation, (almost three years to be precise) and ever since then we've been waiting, guns at the ready, to indulge in more of the same.

Controls (with joypad)

←↓↑→ Moves cursor/aim
▲ Duck/reload
× Shoot
With lightgun
Shoot off screen Reload

Project Titan has opted for a stealthy approach as you can duck and dive behind various items of in-game furniture. As usual the bad guys are relentless in their attacks, so you'll need to be on your toes.

Additional features

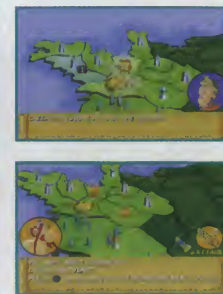
The finished game is very similar to its predecessor in its simple, blasting ways. Rather than opting for a complete frag fest like many other first person shooters, Time Crisis:

Further information

Look out for a full review in an upcoming issue.

Asterix

Publisher Infogrames **Genre** Strategy Game
Program Playable demo



This demo gives you the chance to reacquaint yourself with the diminutive Gallic hero and check out the game of the only comic you can find in school libraries. The gist is this. Using Getafix the Druid's potion, you must prepare your troops for attack and march them off to the adjacent Roman settlements, with the eventual aim of taking on the mighty Emperor Caesar himself.

Controls

←↓↑→ Moves cursor
× Selects
▲ De-selects

things French. There are also a few fights, some coin collecting and it's beefed up with a batch of fully-3D sub-games.

Additional features

The full game is a strategic affair and none to dissimilar to the board game favourite Risk, only with a whiff of garlic, and heavy overtones of all

Further information

Asterix was reviewed way back in issue 23 of PSM.

Bugs and Taz: Time Busters

Publisher Infogrames **Genre** 3D platformer
Program Playable demo



This latest Warner Bros title casts you in the roles of those irresistible rogues Bugs Bunny and Taz the Tasmanian devil. Our demo is designed to give you a taste of the sort of 3D platform adventuring that's on offer in the full game. You're challenged to guide the loveable Looney Tunes through Granwich. A daunting prospect? Don't worry, as you make your way through this world, Tweetie will be on hand to help you learn new tricks and skills. You'll also get to play a game of Pelota and indulge in a spot of dancing.

Controls

▲ Action button
× Jump
● Walk/earcopter
■ Attack
R1 Switch between Bugs and Taz
L1 Calls other character.
L1 R1 Rotates camera.

Additional features

The full game features more of your favourite characters and there are numerous levels to explore.

Further information

To find out more about this game and get PSM's trusted opinion, check out the review in last issue.

Cricket 2000

Publisher EA **Genre** Cricket sim
Program Playable demo



It's been quite some time since EA released its niche title Cricket 2000. However, since then we've received numerous request from fans of the sport for a playable demo. So here you go.

Controls

Batting
←↓↑→ Move batsman/shot direction
● Powershot
× Strike/run

Additional features

The full game features compelling commentary from Richie Benaud and David Gower, all the big grounds, international sides, and World Cup and Super Six options.

Bowling

↑ Return ball to wicket keeper
↓ Bowler
× Start and stop pace meter

Further information

Cricket 2000 scored a whopping 8/10 back in PSM 33.



Frogger 2

Publisher Hasbro **Genre** Retro arcade game
Program Playable demo



It's been a while since the original *Frogger* appeared on PSone and even longer since it made its debut in the arcades, but now Hasbro have taken it upon themselves to kick off an amphibian renaissance. In the demo, you're required to rescue the baby frogs who are stranded at different spots in the garden - there are five babies in total. As surprising as it sounds your frog doesn't like water, so you'll have to use the logs, lily pads and crocodiles as platforms. You also have to dodge the bees, rollers and lawnmowers if you want to make it out alive - although there is an extra life in the demo.

Controls

- Sends radar pulse that locates baby frog
- ✕ Super hop
- Snaps out tongue

more complex than its predecessor and contains a great deal more to do than crossing the road.

Further information

You'd think *Frogger* would be on its last garlic-smothered legs by now, but it just keeps on going and going.

Additional features

This Frogger incarnation is slightly

Re-Volt 2

Publisher Acclaim **Genre** Racing game
Program Playable demo



Otherwise known as *RC Revenge*, this game pitches you into the cutthroat world of remote-controlled buggy racing. In this demo, you'll find three laps of a woodland course on offer together with a buggy to race around them in.

Controls

- ←↓↑→ Steer vehicle
- ✕ Accelerate
- ▲ Flip
- Fire weapon
- Decelerate
- L1 Reposition
- L2 Look back
- R1 Handbrake turn

full game, plus a track editor so you can beat the designers at their own game by creating your own custom tracks. There's also a wide choice of vehicles that can cut up any kind of terrain including cars, trucks and boats.

Further information

If you're after more of the same check out *PSM 26* for a review of the prequel.

Additional features

There are 20 courses on offer in the

Ms Pac-Man

Publisher SCE **Genre** Retro arcade game
Program Playable demo



Second perhaps only to Ms Croft, Ms Pac-Man has got to be our favourite female game character - who's round and yellow. Using your Pac Dot Radar - you'll pick this up at the start - head into the Aztec maze, picking up all the dots and fruit you can while avoiding the dreaded ghosts. The venerable Professor Pac is on hand to explain some of the numerous new gadgets that appear in Pac World.

Controls

- ✕ Zoom out
- ▲ Zoom in

Additional features

The full game features numerous ghost-chasing maze-type levels.

Further Information

Check out the review in issue 40.



Non-Playable Demos

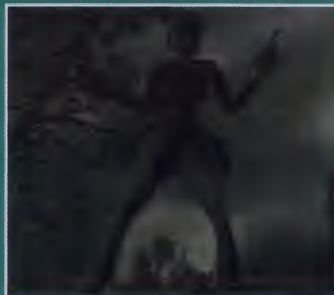
Still want more? Have a look-see at rolling demos of Lara's fifth and Spyro's third.



Tomb Raider Chronicles

Publisher Eidos
Genre Action adventure
Program Video demo

Here's your opportunity to take a look at one of this year's most eagerly awaited titles. Our comprehensive demo allows you to have a look at all four of the different worlds on offer in the latest installment of Tomb Raider. Then you can view the cinema advert.



Spyro: Year of the Dragon

Publisher SCEE
Genre 3D platform
Program Rolling demo

Here's another chance to take a look at what's happening in the world of Glimmer. The ever helpful Spyro has taken it upon himself to retrieve dragon eggs that are scattered around his twinkling world. Still in sight are old favourites such as Sparx, Hunter and Moneybags.





takeupthechallenge

[ON THE CD]



Ms Pac-man

Ms Pac-man is a sexy dame and she sure knows how to shake her booty around that maze. The power pills give her limited invulnerability and ghost-gobbling strength. The trick to this challenge is to eat all the dots and fruits without any power pill munching.

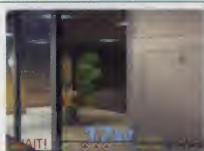


[ON THE CD]



Time Crisis: Project Titan

Sometimes there seems to be little you can do in G-Con games - the bad guys are just so overwhelming. Perhaps it would be easier if you killed the enemies quicker. The challenge for *Time Crisis: Project Titan* is to shoot every bad guy in the head. That's right, not in the knee, in the head.



[ON THE CD]



Frogger 2

Playing video games is supposed to develop hand-eye co-ordination but what about your feet? At *PSM* we like to encourage full athletic development so you'll need to take off your shoes and socks for this one. You need to locate only one baby frog while playing your PSone with your toes.



[ON THE CD]



Cricket 2000

Many childhood hours were spent by the *PSM* crew in the backyard, under the Hills Hoist, whacking the cricket ball over a fence and smashing neighbours' windows. Ah, the memories. To relive those glory days attempt to score three sixes in a row. C'mon, Aussie, c'mon.



[ON THE CD]



Tomb Raider Chronicles

Even though *Tomb Raider Chronicles* only appears on video, rumours have been circulating the office of a hidden, deleted, cut scene. It's your job to uncover the button-pressing code which will reveal the Nude Raider scene left out of *TR5*. Clues are hidden within the video.



challenge of the month

- Re-Volt 2



This is a strange idea for a game. Remote controlled cars are simulations of the real thing and racing videogames are also simulations. So this title is a simulation of a simulation. Weird.

That doesn't stop it from being a lot of fun though. If only real backyard courses could be as well-designed as the ones in this game.

On the disc you'll find the woodland course and a buggy to race around in. This month's challenge is to get the best single lap time. It can be first, second or third during the race - it doesn't matter. Try and get under **1 minute 20 seconds** to be competitive.

[ON THE CD]



Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PSone) and press Record.

Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close March 27. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name: _____

Age: _____

Address: _____

State: _____

Phone: _____

Race Time: _____

Evidence: _____

NEXT MONTH

On sale **February 28** New Zealand on sale **April 15**

You want some?

PSM digs up all the zombie fun of *Evil Dead: Hail to the King*. Win a six foot statue of Ash.

First Look

Previews of the latest kart game *Toy Story Racer* and *Panzer Front* the WW2 tank simulation

Ultimate Review guide

Look out for the review of *C-12* and full reviews of all the latest PSone game.

Plus!

Part One of our massive *Tomb Raider Chronicles* guide

Exclusive demo disc!

Playable

Mat Hoffman's Pro BMX

Driver 2

Who Wants to be a Millionaire?

Legend of Dragoon

Tony Hawk's Pro Skater 2

Spyro Year of the Dragon

Video

Ready 2 Rumble Round 2

WDL: War Jetz

Warriors of Might and Magic





famouslastwords WAIKIKI

Words: Richie Young Photos: Robert Goldshait

Flowing Water:
Waikiki's unique style
and sound have led to
supports with Placebo
and Wheatus. 2001
may be The Year of
Waikiki.



Waikiki

Waikiki are a young Sydney-based band, who have just recently been signed to Mushroom Publishing, played the Big Day Out and Homebake.

O **Official PlayStation Magazine:** You've had a big summer with Homebake,

The Big Day Out plus supporting Placebo and Wheatus. Does any gig stand out as your favourite?

Kikisun: Without a doubt, the Big Day Out. It was a wonderful merging of people and energy. We played to a crowd of a couple thousand, and we just felt really comfortable. Can't wait to headline next year!

PSM: Do you prefer playing close to home or being "on the road" touring?

K: Being "on the road," so to speak, is a cool way to do what you love as well as check out the rest of the country. We prefer touring, it's more exciting that way, unpredictable, you never know what kind of crowd/venue/vibe you're gonna run into. Although I'm sure after being on the road for, like, three years it'd get wee bit frustrating.

PSM: Where did the name Waikiki come from?

K: One night Brother Joel had a dream, and in the dream he

surfing a wave from Sydney all the way to Waikiki. In Polynesian it means, "flowing water." Hence... Waikiki!

PSM: What is your background? How did you all meet? Where do you draw the influences for your songs from?

K: Well, me and Joel were brought up in very musical household. Our father plays music, our mother loves everything from salsa to folk. I started singing from an early age, helping my dad out. I started writing songs early on as well. And Joel had a love affair with Jimi Hendrix when he was younger, indulged in the blues. Glenn's father was a drummer, hence this came naturally for him. He was in a couple of bands when he was younger, although his love for music drove him out of his hometown and into the concrete jungle where he came across an ad in the paper seeking a drummer!

As far as drawing influences for the songs, like every artist it's a personal, emotional reflex, you become inspired by something,

an event, relationship... whatever moves you, and the only real way that you can express it is through writing about it.

PSM: Which is your favourite Waikiki song?

K: At the moment it's a new one we've written. For now we'll call it "Technology."

PSM: What message are you trying to get across to your listeners?

K: Nothing. I'm not trying to sell or tell people anything. That's why I love music, take it any way you want!

PSM: How did you feel the first time you heard your song, Frail, being played on the radio?

K: Well Glenn wound down his car window and screamed for all the world to hear. I listened to it on a dodgy alarm clock radio. It was a buzz, man.

PSM: Who is it that you'd most like to support?

K: I, personally, would love to support Fiona Apple (or Motley Crue when they get back together). As a band, I think we'd all be very excited to support bands like Pavement, The

Dandy Warhols, Beck and a given... Radiohead! Bjork would be very groovy indeed!

PSM: Do you play PlayStation?

K: Yeah, in fact, Brother Joel spends his extra curricular moments glued to some skating game, with his buddies, on PlayStation. You know the one with Tony Hawk...very cool game.

PSM: Favourite games?

K: The skating one.

PSM: Number of games?

K: Eight.

PSM: What's the plan for 2001?

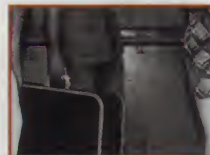
K: Make a damn good record, get really famous and then get Sony PlayStation to sponsor us worldwide!

PSM: How would you describe Waikiki?

K: Like a bulldog chewing on a bee.

PSM: Who was the last person you called on your mobile?

K: I called Elvis to see if he was free for dinner.



"I called **Elvis** to see if he was **free** for dinner"





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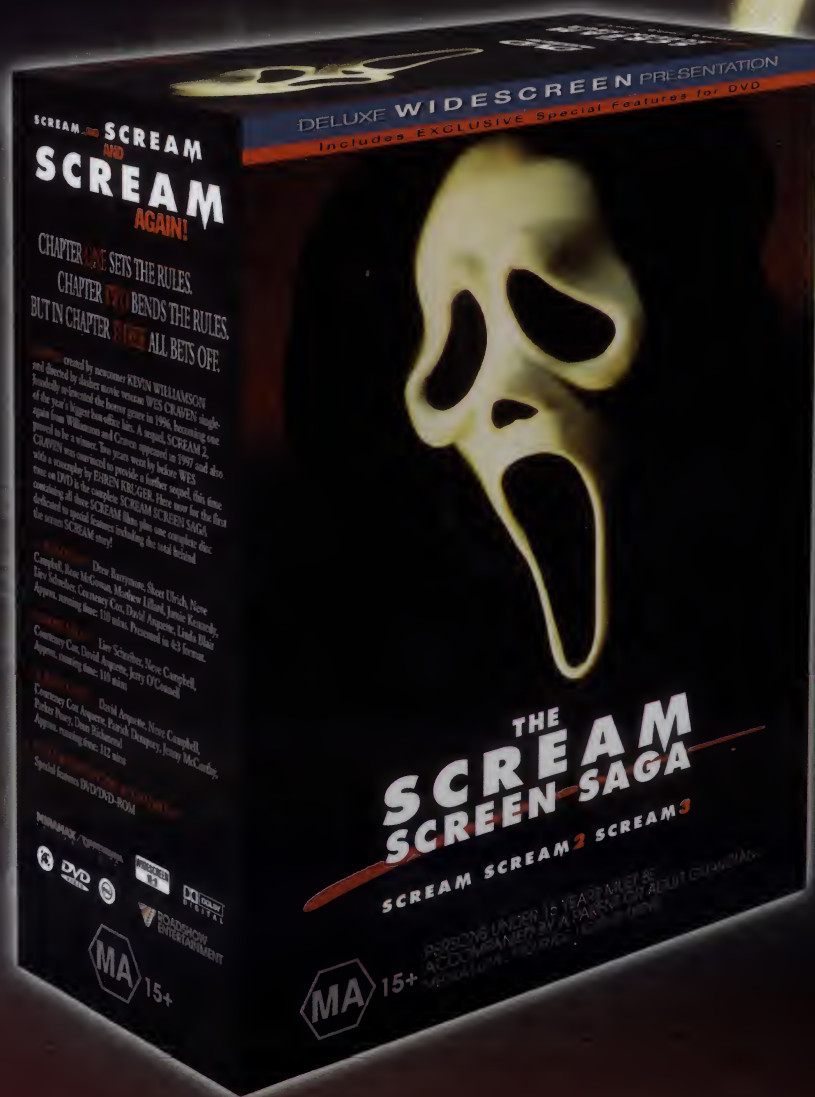
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